

STAR WARS[™] **FORCE** **AND DESTINY**

UNLIMITED POWER



A Sourcebook for Mystics

**STAR
WARS**
ROLEPLAYING



STAR WARS
FORCE
AND DESTINY
ROLEPLAYING GAME

UNLIMITED POWER

THE FORCE is a mystery, even to its most devoted adherents. Even those who use it to heal the sick, hurl massive objects, or perform other wondrous feats cannot claim to be its master.

However, MYSTICS do not seek to be the master of the Force, but its ally and partner. They let the Force flow through them, and in doing so they unlock unlimited potential. In a galaxy riven by war, this may just make them the most powerful force for good, or for evil....

CREDITS

FANTASY FLIGHT GAMES

EXPANSION DESIGN AND DEVELOPMENT

Tim Cox, Jordan Goldfarb,
Harrison Lavin, Monte Lin, Brandon Perdue, and
Gareth-Michael Skarka with Tim Huckelbery

EDITING

John Shortino

PROOFREADING

David Johnson and John Shortino

RPG MANAGER

Sam Stewart

EXPANSION GRAPHIC DESIGN

Scott Nicely

GRAPHIC DESIGN COORDINATOR

Joseph D. Olson

GRAPHIC DESIGN MANAGER

Brian Schomburg

COVER ART

Darren Tan and Cristi Balanescu

INTERIOR ART

Lloyd Allan, Jacob Atienza, Cristi Balanescu, Alberto Bontempi, Mark Bulahao, JB Casacop, Doug Chang, Aurore Folny, Tony Foti, Caroline Gariba, David Griffith, Audrey Hotte, Leonid Kozienco, Adam Lane, Kate Laird, Ameen Naksewee, Chris Ostrowski, Vlad Ricean, Stephen Somers, Ryan Valle, Magali Villeneuve, and the Lucasfilm art archives

ART DIRECTION

Tim Flanders

MANAGING ART DIRECTOR

Melissa Shetler

QUALITY ASSURANCE COORDINATOR

Zach Tewalthomas

SENIOR PROJECT MANAGER

John Franz-Wichlacz

SENIOR MANAGER OF PRODUCT DEVELOPMENT

Chris Gerber

EXECUTIVE GAME DESIGNER

Corey Konieczka

CREATIVE DIRECTOR

Andrew Navaro

ASMODEE NORTH AMERICA

LICENSING COORDINATOR

Sherry Anisi

LICENSING MANAGER

Simone Elliott

PRODUCTION MANAGEMENT

Jason Beaudoin and Megan Duehn

PUBLISHER

Christian T. Petersen

PLAYTESTERS

Craig Atkins, Jeff Beck, Craig Bishell,
David Carroll, Sammy Carroll, Mark Charlesworth,
Hwan-Yi Choo, Lachlan Conley, Iain Davies,
Kaitlin Davies, Jordan Dixon, Josh Jupp,
Chase LeMaster, Mark McLaughlin, Branislav Mićko,
Todd Monte, Jamie Morgon, Sebastien Pacetti,
Doug Ruff, Nathan Wilkinson, and Aaron Wong

LUCASFILM

CREATIVE DIRECTOR

Michael Siglain

SENIOR EDITOR

Frank Parisi

LUCASFILM STORY GROUP

Leland Chee, Pablo Hidalgo,
and Matt Martin



FANTASY
FLIGHT
GAMES

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

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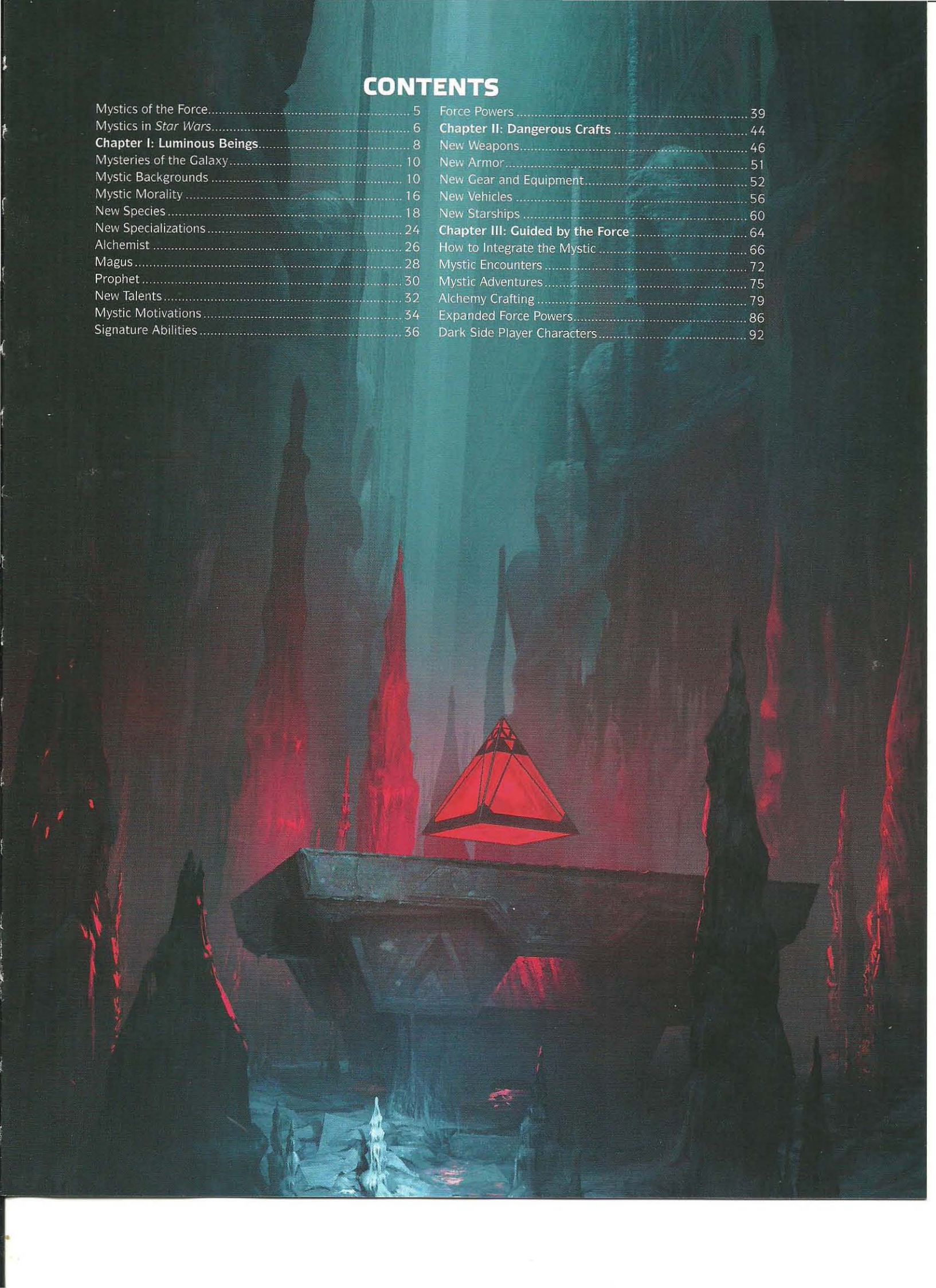
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Your visions revealed nothing like this!" Codo Keburr yelled from behind cover. The Thisspasian's serpentine body was not particularly well-suited for getting into tight spaces, but he was coiled as closely as he could manage behind a stone plinth.

"Visions are seldom precise," Killaen Chamat responded from where he had taken shelter. A blaster bolt blew apart a chunk of stone near the broad-shouldered Vurk's head, and he ducked reflexively.

Their companion, Omi Vass, peered around the edge of the pillar where she hid. The ancient droid that served as the guardian of this temple was larger than she'd ever seen—almost the size of an AT-ST. Its head nearly brushed the high vaulted ceilings of this chamber, and four arms, each tipped with a blaster, swept back and forth, searching for targets and shooting at their positions. *Perhaps in an attempt to frighten us into running from cover,* the young Tholothian thought.

Many things were possible through the Force, but Omi had seen too many false prophets in her time in the Outer Rim. Some offered hope in a dark time, but too many seemed to be selling their own brand of salvation, only to leave people empty-handed. She thought better of her friend, but cautiousness was a hard habit to let go.

Yet if this vision did prove true, a temple nestled deep within a canyon held the holocron they were searching for. After months of interpreting the signs in his vision, the three companions had narrowed the location down to Malian, a world in the Western Reaches. Their journey had led them here, straight into the arms of this massive droid. Whatever was hidden here was obviously valuable enough to be well protected, even after centuries had passed.

This is getting us nowhere. She had not traveled halfway across the galaxy to be thwarted by a walking museum piece. The prize within this temple, the knowledge that had been lost to time, had lain hidden here, waiting. They couldn't let some rusted protector stop them now.

"Codo! Killaen! When I leave cover, I need you to distract it!" Omi yelled.

"What are you going to do?" Codo sputtered.

Omi wasted no time on a response. She stepped purposefully from behind the pillar. Instantly, the ancient droid turned to face her, bringing its weapons to bear and opening fire. She dove back for cover as the air between the droid and the pillar blistered with torrents of blaster fire. Omi held her breath as clouds of dust and rocks flew from the pillar, which crumbled under the assault.

Over the roar of her shattering cover, sounds erupted of Codo and Killaen opening fire on the guardian droid. As she had expected, the droid turned its attention to them.

Now.

She stood and reached out with the Force. She saw the trembling pillar, clear in her mind, and there—the fracture caused by the droid's assault, weakening the structure.

Now.

The connection between herself and the pillar strengthened; the shape of it, the shape of the unworked stone it once was, the shape of what it would become, in her hands. The Force began to flow through her, and even as she concentrated, she marveled at the power at her fingertips.

Now.

She felt it happen before she heard the deep cracking sound, the fracture giving way, the pillar toppling, and yet not falling. It hung in the air, held there by her will. She heard someone cry out, and the shots of their blasters fell into silence. She was on her own now. A spike of fear shot through her, and she used it, sharpening her focus.

The pillar turned in the air, leveling forward until it pointed directly at the guardian. The droid had detected its presence and turned to face the floating stone, its systems trying to process what it was seeing.

NOW.

What had once been a pillar became a massive missile as Omi hurled it with every fiber of her being at the astonished droid. It struck the guardian construct dead on. Stone met metal, and metal gave way. In a shower of sparks, the droid that had stood watch for centuries was crushed under the weight of the pillar that had been there far longer.

Omi caught her breath, standing silently. She could still feel the shape of the pillar in her mind, the power and potential she had wielded, even as it now dissipated into memory.

"I did not know that you had such power in you," Killaen gasped. He walked towards Omi, half-supporting Codo, who clutched the oozing blaster burn in his side.

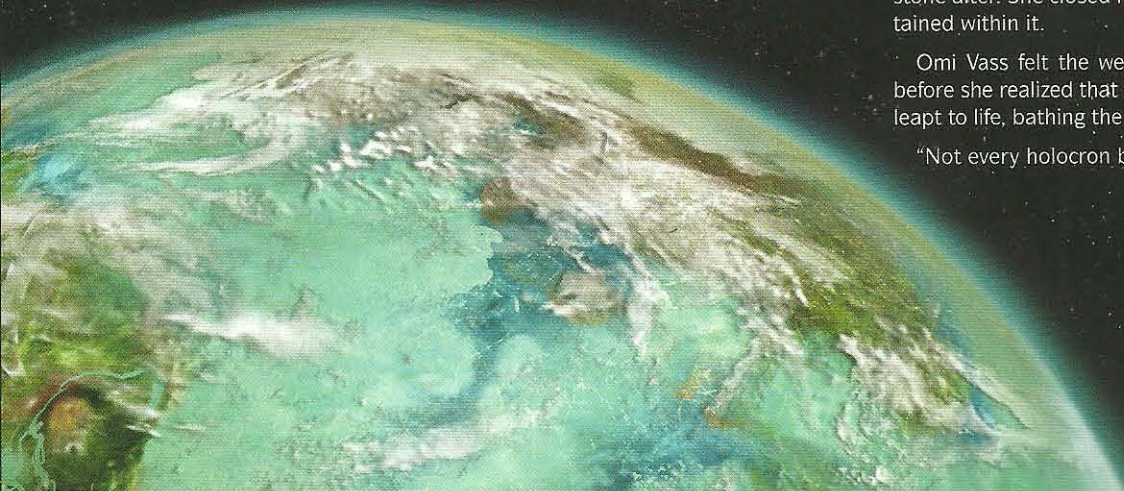
"Necessity makes many things possible," Omi explained. "I couldn't allow the droid to keep us from the holocron—or whatever other treasures it may have been guarding."

The wounded Thisspasian coughed weakly, blood flecks appearing in his white beard. "Your efforts are appreciated. I didn't think we'd make it. I've never heard of anything like that droid being used in Jedi temples in the histories I've read."

She barely heard him, staring at the far end of the chamber where a small, pyramidal device sat on some sort of stone altar. She closed her eyes, imagining the secrets contained within it.

Omi Vass felt the weight of her lightsaber in her hand before she realized that she'd drawn the weapon. The blade leapt to life, bathing the chamber in a deep, crimson glow.

"Not every holocron belonged to the Jedi."



MYSTICS OF THE FORCE

From the moment Uncle Owen referred to Ben Kenobi as a “wizard” (and “a crazy old man”), Mystics have been a vital part of *Star Wars*. The supernatural abilities of the Jedi, and their opposites in the Sith, form a cornerstone of the mythology of a galaxy far, far away.

During the days of the Jedi Order, some Mystics lived cloistered lives within temples spread throughout the galaxy, seeking to deepen their connection with the Force through constant rigorous study and meditation. With the rise of the Empire and the extermination of the Order, Jedi no longer find Force-sensitive individuals and offer a venue for instruction and training. Those who lean toward the disciplines of the Mystic often now find themselves unfettered to expand their knowledge of the Force. Yet with this freedom comes danger—not only of discovery by agents of the Empire, but also of falling into the trap of their own hubris, reaching too far, and risking the embrace of the dark side of the Force.

UNLIMITED POWER greatly expands the options for Mystic characters in your **FORCE AND DESTINY** campaigns. It provides players with new ways to run Mystics and gives Game Masters suggestions for including Mystics in their stories, from stand-alone encounters to advice for including them in ongoing campaigns. Along the way, it gives new equipment, new Force powers, new rules for using the Force in different ways, and even advice for running characters who have fallen to the dark side of the Force.

Chapter I: Luminous Beings introduces three new species well-suited to the Mystic’s deep connection to the Force: the Thissipiasian, the Vurk, and the Tholothian. The chapter also features the Alchemist, the Magus, and the Prophet, three new Mystic specializations that delve into the mysteries of the Force in different ways.

The Alchemist practices a lost art, never embraced by the Jedi, to channel the Force into physical form. They craft objects of great power, giving life to the inanimate, and creating concoctions to heal the body. In the past, various orders who used this art fell to the dark side. The Alchemist must walk a careful path.

The Magus experiments with the Force, seeking out so-called forbidden knowledge, forgotten rituals, and strange practices. Unrestricted by the Jedi Order, the Magus can manipulate the Force to exhibit mystical powers, doing amazing and seemingly impossible things.

Finally, the Prophet acts as an interpreter of the Force to their followers, offering a voice of hope in the struggle against the dark. Where the Advisor offers counsel to an individual, Prophets influence entire communities—potentially even the entire galaxy, if given the means to spread their message.

With these species, specializations, new signature abilities, and Force powers, this chapter is extremely useful for any character with a Mystic bent.

Chapter II: Dangerous Crafts details new items, weapons, and vehicles suitable to the species and the specializations presented in this book. From Ouro Blades, traditionally wielded by the Royal Guard of the Thissipiasian Blood Monarch, to relics and esoteric mystical tools like the Tholothian Puzzle Box, the gear presented in this chapter offers a wide variety of options for Mystic characters. Mystics often find themselves traveling far from the beaten path, venturing far across the galaxy to wherever their calling takes them. Vehicles like the T-13 Airspeeder and the Tagge Dustcrawler may offer needed transport, and starships such as the H-Type Nubian Yacht, the massive Ithorian herd ship, and the Mandalorian Protectorate “Fang” Starfighter all could be encountered along the journey, or utilized by a Mystic on their path to delve deeply into the mysteries of the Force.

Chapter III: Guided by the Force offers GMs extensive guidelines for integrating Mystics into an ongoing **FORCE AND DESTINY** campaign, as well as providing example encounters and adventure seeds geared towards Mystic characters. The Living Force is presented as a campaign element, offering GMs suggestions on using visions, presenting the will of the Force as a narrative theme, and more. The chapter continues with a section on expanded Force powers, and new rules for flexible and freeform Force use, as well as Force duels—contests pitting each individual’s mastery of the Force against the other. The chapter concludes with a section that expands upon the material in **FORCE AND DESTINY** governing Player Characters falling to the dark side. The material in this chapter gives a GM guidance on allowing a fallen character to continue as a dark side Player Character—including the ramifications of that fall for the campaign, opportunities for characters to be in opposition, and the effects on the Morality rules.



MYSTICS IN STAR WARS

There are no Force users with a deeper connection to the Force than Mystics. In many ways, they are the diametric opposite of the Consular. Whereas Consulars are disciplined, meditative Force users who bring peace to the galaxy through a focus on the common people, Mystics are wielders of more potent powers, using the deepest secrets of the Force, and influencing others for good or ill. They are drawn to a higher calling, a deeper understanding of the Force, whether to serve others, or serve themselves.

In the days of the Old Republic, few common citizens encountered Jedi who walked the Mystic path. Few made a point of traveling among the populace. Most spent their time in study and contemplation of the Force, while others offered their tutelage in rarified company, communicating the will of the Force to leaders of the galaxy. Not all Mystics were Jedi, either: Mystics followed other paths such as the Guardians of the Whills or the Nightsisters of Dathomir. This relative rarity contributed to the mysterious reputation of the Mystics. People spoke in hushed tones about the cloistered wizards in their towers, possessed of strange powers and offering counsel to the very powerful.

MYSTICS RESURGENT

Ironically, with the rise of the Empire and the suppression of the Jedi Order, it is now more common to encounter a Mystic than it was during the days of the Republic. Many Mystics came from worlds where their connection to the Force made them a revered part of the culture, either in a religious or shamanic tradition or as a charismatic leader. In days past, these individuals would have been found by the Jedi and brought into the Order to receive instruction and training, which tended to remove them from everyday society.

Now, Mystics tend to remain within the cultural traditions of their homes. Certainly, those who display overt use of the Force attract the attention of the Empire and are soon eliminated. Many, however, have been able to avoid notice. What does the Empire care about a village shaman on some backwater world in the Western Reaches? Mystics rely upon the Force as their crucial guide and mentor, which teaches them to trust their instincts. These instincts have served to keep many Mystics safe from notice as the darkness in the galaxy has grown.

The time has come to cast out that darkness. Mystics, with their knowledge of the hidden secrets of the Force, can offer light and hope at a time when it is most desperately needed. Force-sensitive students are appearing, and the only thing that can save them from either falling to the dark side of the Force or falling beneath the might of the Empire is knowledge and instruction. Mystics, following the will of the Force, search the galaxy for repositories of hidden lore: ancient holocrons, powerful vergences, and long-forgotten relics. Increasing their knowledge of the Force, Mystics hope to forge a new legacy—a new light against the darkness. The Force can offer hope and a path forward. Mystics light the way.

MYSTICS IN THE CORE

Mystics are rare sights in the densely-populated Core. It is among these worlds where the grip of the Empire is strongest—and where discovery is the utmost danger. The light of hope is too easily extinguished in the maze of sprawling cities, and Mystics within the halls of power can attract too much attention. As a Force sensitive in an era of persecution, the center of power is perhaps the last place one should be.

Yet these are also the worlds where the Jedi had their greatest temples. While the Empire has crushed the Order, torn down their temples, and either destroyed or confiscated their treasures, there are still unknown caches and way stations that may contain secret knowledge vital to a deeper understanding of the Force. Forgotten rites or methods suppressed by the Jedi Order could now be found and utilized to serve the greater good. If one is willing to take the risk, vital knowledge might even be stolen from within the labyrinthine vaults of the Empire itself. Mystics, provided they are careful, could discover much in places such as these.

It is also here, in the center of galactic civilization, where the message of hope can be most effectively spread. Provided the opportunity to communicate their message, one might influence not just individuals or small communities, but entire systems and beyond. The halls of power are filled with individuals whose decisions affect billions of lives, and if those individuals could be given the proper counsel, the effect would be immeasurable. A stone thrown into that pond could have ripples felt in the farthest corners of the galaxy. The difficulty would be in locating those in positions of power who are open to receive such counsel. With the Emperor's dissolution of the Galactic Senate, that task has become far more daunting—although there are certainly Mystics who may be drawn to seize power for themselves, rather than rely on counseling others. After all, who better to enact the changes required by the will of the Force?

MYSTICS IN THE OUTER RIM

The scattered worlds of the Outer Rim are the far frontier of the galaxy—small, sparsely-populated settlements and undeveloped primitive worlds, far removed from the mainstream of galactic civilization. This is the true territory of the Mystic. Among the distant and nearly-forgotten worlds, one might more easily avoid the ever-watchful eye of the Empire. In an almost lawless region, where settlers, outlaws, criminals, and Rebels alike all tend to mind their own business, the strange powers of a Mystic might draw some degree of attention, but far less than they would in the Core. Should the Empire take notice, there is always some forgotten corner of the map where one might go to remain hidden.

Ancient secrets can also be found beyond the edges of civilization. Lost planets, distant fortresses of ancient orders, long-forgotten Force-sensitive traditions—all potential sources of new knowledge to deepen a Mystic's connection with the Force. Knowledge hidden for thousands of years and practices perhaps unknown even to the Jedi may lie shrouded among the isolated and secluded reaches. Rumors and hints of such things drift through the babble and chatter of trading posts and spaceports, the stuff of spacers' yarns told over a drink. A keen discernment and words in the right ear can send a Mystic off in pursuit of the truth that lies behind such tales.



The charisma and captivating presence of a Mystic can also serve them well in the advancement of their goals in this part of the galaxy. Many find themselves in positions of influence in small settlements, where they might fulfill a religious or a civic role. Tending to the needs of a community, whether as a counselor, a judge, or a shaman, one can offer help to those who most need it. Other Mystics wield their influence more indirectly. Some are valued for their insight and advice to those in authority—which, in the Outer Rim, might include outlaws or crime lords. The benefit of serving such an unorthodox master, assuming the Mystic can remain true to their principles, is that often such organizations do not balk at the strange powers of a Force sensitive in their employ. A crime lord may not be entirely trustworthy, but might maintain something approaching a sense of loyalty to an individual they see as valuable.

There is also no love for the Empire among those circles, which offers a Mystic a certain degree of assurance. Additionally, the dens of iniquity where outlaws and criminals thrive tend to attract travelers from all over the Outer Rim, and a Mystic may find them a good place to acquire information and rumors to aid them in the discovery of lost arts.

At the edges of society, Force users might be able to be a bit more open with their powers, but even here, remaining in place for too long is not recommended. Those who wish to curry favor with the Empire in order to increase their own authority inevitably speak of what they have seen, and the risk to others posed by the simple presence of a Mystic is too great a threat to ignore. Given that, Mystics often drift from world to world, never staying in place for too long. They are cast about on the tides of the galaxy, washing up upon distant shores and touching the lives of others, only to move on again. A Mystic who does settle in one location does so as far from civilization as possible, to avoid the risk to themselves and others—a crazy hermit, far out in the wilderness, practicing strange and esoteric rites.





LUMINOUS BEINGS

"Luminous beings are we, not this crude matter."

—Yoda

Chapter I: **Luminous Beings** provides options for Mystic characters. This chapter offers new backgrounds, emotional strengths and weaknesses, and Motivations.

In addition, this chapter details three new species for **FORCE AND DESTINY** players: the Thisspasian, Vurk, and Tholothian. These three species make excellent Mystics, but can be used as a template for careers from any of the other Core Rulebooks. The meditative Thisspasians balance control, rage, and emotion in their day-to-day lives, mirroring the constant discipline and practice of the old Jedi Order. The Vurk culture has a philosophy emphasizing knowledge, the discovery of the self, and movement that provides a unique means to understand the Force. Lastly, the Tholothians have a long history with the Galactic Republic and thus the Jedi Order, offering sanctuary in times of turmoil. Each of these species, through a quirk of their physiology, a unique cultural perspective, or a historical open-mindedness, provides a good basis for a Mystic character.

This chapter also presents three new Mystic specializations. The Magus channels the Force through forbidden knowledge and ritual to perform supernatural feats. The Prophet (like the Seer) sees the patterns and flow of destiny, but (unlike the Seer) acts as the voice of the Force, providing messages, guidance, or warnings to others. The Alchemist uses the raw energy of the Force to bring life to the inanimate.

Two new signature abilities push Mystics further down the path of the metaphysical. The **Unmatched Destiny** signature ability allows Mystics to literally alter the Force on a moment-by-moment basis, but at the risk of increasing their Conflict. **Prophecy** allows Mystics the power to see into the future and reveal important events. Or are they actually changing the future and making it real?

Lastly, two new Force powers, **Alter** and **Conjure**, allow unprecedented ways to manipulate the Force. Conjure summons a spectral object, the Force in solid form. Alter gives the Force user the power to alter and control their immediate environment.

MYSTERIES OF THE GALAXY

Of all of the Force-sensitive careers, Mystics deal most in the abstract. More than any other Force user, Mystics concern themselves with the untouchable and incorporeal. All Mystics tend to see existence in one of three ways: through an understanding of time, through an understanding of people, and through an understanding of their own psychology.

Being in touch with time means seeing (though perhaps not comprehending) the past and the future as easily as one can see the present. The Force ebbs and flows, and through dreams, visions, or mere intuition, carries knowledge forward (or backward) on the currents of time. By following that flow, a Force user can see and predict the future. Through the Force, knowledge is never truly lost or destroyed.

Mystics are also in touch with people via the Living Force that flows through nearly all beings. The emotions, fears, hopes, pains, and triumphs of the galaxy's sentient beings call out to Mystics through the language of the Force. By sensing minor disturbances, Force users can tell if a person is suffering or in distress. By sensing stillness and peace, one can see happiness and calm.

Lastly, all of the most powerful Mystics are in touch with their inner selves. Prejudices, biases, personal terrors, and even hidden desires can blind Mystics from the truth. They cannot know the Cosmic Force without understanding the Living Force, and they cannot understand the Living Force if they don't understand their own minds. True mastery of the Force requires deep introspection, and even the most enlightened Mystics can be surprised by their own feelings.

Once they master these three aspects, Mystics eventually perceive the broader implications of consequences, connections, and control. Knowing the future doesn't automatically mean knowing how to change the future. Actions over time, actions by people, and actions of the self result in consequences. Mystics must understand how actions ripple through time. Even the Force changes through cause and effect, and understanding those changes helps a Mystic understand the consequences.

Mystics need to know how to forge and break connections. The Force manipulates events such that two unconnected people may find themselves at the right place and the right time with a common purpose. In regards to the Force, there are no coincidences. Mystics who can see those connections, or the frayed ends of a broken connection, can tug on one string of a web and affect individuals, places, or events from afar.

Lastly, Mystics must learn control over their powers. Without that control, a Force user can do irreparable harm to people or things. Sometimes not using the Force at all can result in a beneficial change. Understanding one's own limitations represents a true understanding of one's control and discipline.

Ultimately, Mystics discover that they may not have any control at all. This terrifies many disciples, but a few find this realization freeing, prompting these enlightened Mystics to take the final step and allow the Force to guide them.

MYSTIC BACKGROUNDS

The path of a Mystic is an unpredictable and mysterious one. While some Mystics have meditated for decades and received only mild enlightenment, others have come across visions and hidden knowledge with little to no effort. Mystics also come from a wide variety of backgrounds, some enlightened, some agnostic, and even a few materialistic. What unites all Mystics is a willingness to peer into the infinite, regardless of whether their eyes have been opened through dedicated practice or sudden insight.

ARTISTS

The Force grants people thoughts, visions, and emotions that some can't process, so they turn to other means to communicate these ideas. These artists often find themselves frustrated, driven to express an idea bigger than the artistic medium. While most artists create in order to find an audience, Mystic artists create to find answers. The answers

can be personal, to seek enlightenment. The answers can be social, motivating others to be and do better. Because of art's emotional nature, however, artists can be tempted to the dark side. These artists use their work to shock, provoke, and upset—not to illustrate a greater truth, but to enhance those dark feelings, reinforcing hate and anger.

Advisors with an artistic background tended to be teachers and critics. Their aim was to improve other people's creativity and means of expression, not only pointing out flaws but cultivating improvement, encouraging strengths, and fostering growth. Over time, however, these would-be Advisors found themselves guiding their charges' emotional and spiritual maturity, helping them be better people as well as better creatives. In turn, the mentorships improved the Advisors' own works, their own understanding of the galaxy, and their own psyches. Their students' breakthroughs become their own breakthroughs, opening their inner eyes to the ways of the Force.



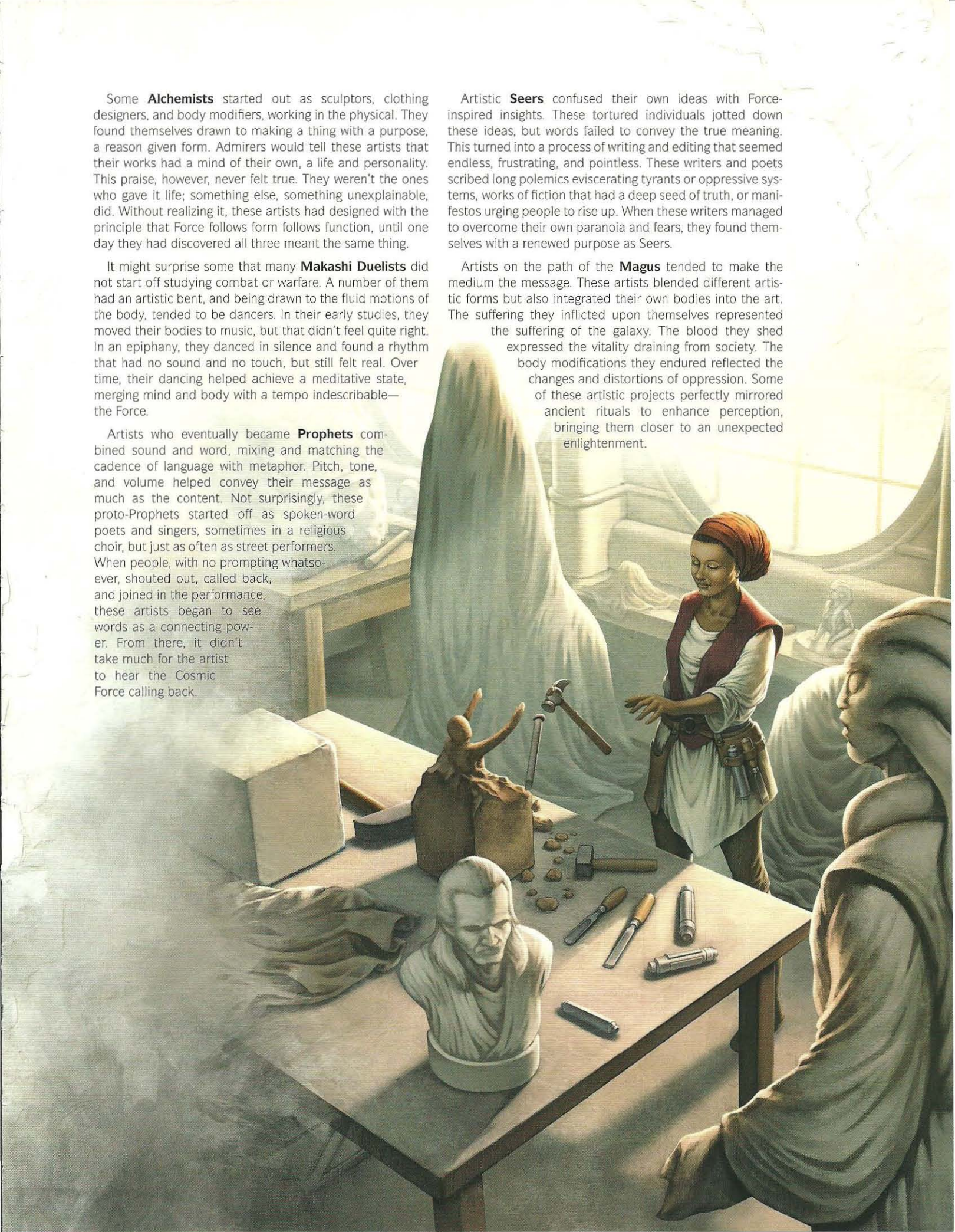
Some **Alchemists** started out as sculptors, clothing designers, and body modifiers, working in the physical. They found themselves drawn to making a thing with a purpose, a reason given form. Admirers would tell these artists that their works had a mind of their own, a life and personality. This praise, however, never felt true. They weren't the ones who gave it life; something else, something unexplainable, did. Without realizing it, these artists had designed with the principle that Force follows form follows function, until one day they had discovered all three meant the same thing.

It might surprise some that many **Makashi Duelists** did not start off studying combat or warfare. A number of them had an artistic bent, and being drawn to the fluid motions of the body, tended to be dancers. In their early studies, they moved their bodies to music, but that didn't feel quite right. In an epiphany, they danced in silence and found a rhythm that had no sound and no touch, but still felt real. Over time, their dancing helped achieve a meditative state, merging mind and body with a tempo indescribable—the Force.

Artists who eventually became **Prophets** combined sound and word, mixing and matching the cadence of language with metaphor. Pitch, tone, and volume helped convey their message as much as the content. Not surprisingly, these proto-Prophets started off as spoken-word poets and singers, sometimes in a religious choir, but just as often as street performers. When people, with no prompting whatsoever, shouted out, called back, and joined in the performance, these artists began to see words as a connecting power. From there, it didn't take much for the artist to hear the Cosmic Force calling back.

Artistic **Seers** confused their own ideas with Force-inspired insights. These tortured individuals jotted down these ideas, but words failed to convey the true meaning. This turned into a process of writing and editing that seemed endless, frustrating, and pointless. These writers and poets scribed long polemics eviscerating tyrants or oppressive systems, works of fiction that had a deep seed of truth, or manifestos urging people to rise up. When these writers managed to overcome their own paranoia and fears, they found themselves with a renewed purpose as Seers.

Artists on the path of the **Magus** tended to make the medium the message. These artists blended different artistic forms but also integrated their own bodies into the art. The suffering they inflicted upon themselves represented the suffering of the galaxy. The blood they shed expressed the vitality draining from society. The body modifications they endured reflected the changes and distortions of oppression. Some of these artistic projects perfectly mirrored ancient rituals to enhance perception, bringing them closer to an unexpected enlightenment.



AUGURS

Augurs served a straightforward function: they exposed the truth to those who listened. They could have been anything from a fortune-teller to a psychologist, offering insights on what people should do, but also revealing hidden truths to help people make their own decisions. Some augurs received academic or institutionalized training, while others simply had an uncanny intuition (such as a village elder or community leader). Most were content with this role. The few who had the humility to delve deeper discovered the Force as the source of their wisdom.

Augurs who fell to the dark side encouraged their victims' darkest desires and instincts, enhancing their anger and pushing them toward violence. These augurs sometimes inflicted harm on others, mistaking pain, deprivation, and violence for a means to understanding.

Augury is the most common skill for an **Advisor**, although these individuals didn't only assist high-ranking officials or people in power. They were drawn to anyone in mental or emotional distress. In many cases, the disenfranchised and powerless suffer more anxiety and fear.

Alchemists who began as augurs served a variety of roles. Some experimented with chemicals to produce visions, either through street drugs or corporate-sponsored research into mind-enhancing medicines. Other alchemical augurs produced vaccines to inoculate a population from an impending outbreak or produced analgesics to ease pain. All of them shared the ability of diagnosis, isolating the source of an ailment and perceiving a cure. Of all of the augur backgrounds, Alchemists have the most practical of mind sets; looking forward to results, they take a little longer to accept the Force as a guiding principle.

Augurs who would become **Makashi Duelists** frustrated those who came to them for advice. Sometimes these augurs would give direct (and rather blunt) advice, almost commands. Other times, their wording was so vague as to be worthless, a puzzle to provoke endless questions and doubt. Petitioners wandered off confused and often angry, yet the words would stick in their minds, whirling constantly in their conscious and subconscious, until understanding came with a flash of clarity. These augurs would often come to their own understanding of the Force in similar ways, unaware that they too need to be shocked or surprised out of their own limited vision.

Soon-to-be **Prophets** usually served a community as an augur, sometimes in a religious role, but in others proselytizing a united ethos or philosophy. They may have represented a marginalized group seeking a cohesive identity, a group of caf-house revolutionaries plotting rebellion, or even a rioting group of agricultural workers who needed a voice. These augurs didn't simply predict the future. Their words linked each individual not only to each other, but to an ideal and legacy of resistance. In a way, these augurs served as conduits of idealism and information, and it took little to see the Force as the true source of this knowledge.

Seers search for truth. Those who were once augurs may have been classic wise men and women, but others took on professions such as archaeologists, scientists, and reporters. All of these augurs shared an instinctive feeling that the current, common knowledge didn't tell the full story. Archaeologists dug to reveal a lost past, scientists experimented and observed to find a hidden principle, and reporters researched and interviewed to find an unspoken narrative. It takes very little for augurs to become Seers; they have been seeking truth all their lives.



Some augurs who walked the **Magus** path appeared mad. They would act with no discernible pattern. One day, they plastered posters with images or phrases that caught a pedestrian's imagination. On another day, they sent messages through the HoloNet to warn officials of incoming dangers. On still another day, these augurs shouted out warnings on the street corner to change the mood of a crowd. Magus augurs may appear not to act with a goal; however in actuality they can see the flow of the Force and do its will—whatever that will may be.

CON ARTISTS

Force sensitives don't necessarily need to come from a background of enlightenment and self-reflection. Especially during these tumultuous times, Mystics can emerge even from a history of gambling, trickery, and swindling. Some used their abilities to con the wealthy or powerful, rationalizing that two wrongs do make a right. Others pulled cons to make a living while doing what they could to mitigate harm. A few did their best to ignore their conscience. What united these con artists wasn't their criminal skills, but a nagging sense that life could offer something greater. While a criminal life doesn't usually lead to enlightenment, when these con artists sought answers, they found them rather quickly. After all, they could recognize a good con, and when the Force turned out to be the real thing, they became ardent true believers.

Advisors who started off as con artists saw firsthand the tricks and trade of the criminal underworld, and used their knowledge to help others avoid these traps. In some cases, they worked for casino owners and criminal bosses as spotters to find cheaters or as "coolers" to manipulate a table, making it harder for others to win. Pretty soon, even advising people of cons and cheating felt inadequate; it only emboldened more greed and gambling. These con artists went on to find other answers.

These budding **Alchemists** didn't use their abilities for good at first. As con artists, they created fakes: harmless chemicals instead of dangerous drugs, a "priceless" painting for the rich, or even weapons that didn't function (for the truly brave or foolish). When the fakes somehow helped improve lives, such as that dose of fake spice curing someone's addiction or that counterfeit painting inspiring the rich patron to donate to charity, these con artists chalked it up to happy accidents. Soon, they found themselves glad of these mistakes and gave up the criminal life to do good.

When a con artist becomes a **Makashi Duelist**, it is usually due to a lifetime of movement. These individuals know a wide variety of cons and move from place to place, sensing when a place or a mark is "hot" or "cold." In order to figure out a target's mettle, they first tested out strengths, performing small tricks to gauge gullibility and lying to buy time. When they saw an opportunity, they whittled down their opposition with blows or words—perfect Makashi Duelist technique.

Prophets who started as con artists sold futures—literal futures—and tricked groups of people into believing their spiritual nonsense. They rationalized that it didn't harm anyone if people believed something fake. Besides, false hope is better than no hope at all. When the fabricated hope propelled people to do great things, no one was more astonished than the con artist. These individuals then realized their higher calling, and that their hope was not so false after all.

Con artist **Seers** were fortune-tellers. On more civilized worlds, they served as entertainment; even the audience knew the performances were fake. Using tells, vague phrasing, and even modern techniques such as HoloNet data dives or surveillance devices to eavesdrop before the show, fake Seers pretended to read their audience's past in order to predict their future. When their predictions had more than a ring of truth in them, these con artists could not deny the source of their insight.

The **Magus** way urged these con artists to be skeptics. Educating themselves in the techniques of stage magic, they spotted shell games, sleights of hand, body readings, and a variety of other tricks. Often abrasive, they spent a lot of time critiquing religious doctrines, busting cults, and exposing scams. When these skeptics discovered an ancient ritual from an outdated religion called the Force, they enthusiastically tried to debunk it and failed. This drove them to dig deeper and find more secrets, until they became devout Magi.

ECONOMISTS

Economics is the study of resource allocation, but deep in its heart, it is the study of people and their choices. These proto-Mystics saw patterns, an "invisible hand" that moved resources to people in need, enriched planets, and connected disparate communities, defying the black-and-white morality of a profit spreadsheet. Cold economic theories and practices can clash with the warmth and light of the Force, however. If a policy can make five million people ten times as wealthy, but at the oppression of one million, could that be argued as good policy? What promotes a fall to the dark side more than turning suffering into mere numbers to be manipulated?

Economic **Advisors** served on political councils, corporate boards, or in high-level academic positions. They had an uncanny knack for seeing trends and shifts in buyer and seller behavior. When their bosses decided to pick rapid but destructive profit over slow, steady, and constructive growth, these economists became frustrated at how a single individual could cause such misery. Peers told them that economics has no morality and that the market would right itself. Rejecting this cold conclusion, these economists found that the Force answered their questions during their crises of conscience.

Alchemists who were economists saw the distribution of goods as an indicator of health. Alchemists with this background tossed out supplies and balms, like messages in a bottle out into the ocean, thinking market forces delivered them to the right person at the right time. The patterns hinted at a benevolent intelligence, and the first test of this understanding came when they encountered individuals, organizations, or corporations that hoarded their creations. These economists began to push and disrupt these acts of selfishness, a call to action from the Force.

Some economists have seen people, communities, or even whole planets climb and fall in periodic waves. Altering these economic variances to soften the fall and ease the climb required a variety of techniques. Direct economic stimulus plans for short-term gains, gradual educational support for long-term growth, and even the right word or phrase whispered in an influential ear were all valid actions akin to the thrusts, footwork, and feints familiar to all **Makashi Duelists**. By comparing macro-economic acts to individual physical actions, these economists began to understand the Makashi form.

Economists tend to predict doom and gloom. Every spike in productivity comes with a depressed fall. Every crash comes with predictions of lengthy austerity. Would-be **Prophets** predicted these disasters in HoloNet broadcasts, articles, or even old-fashioned declarations on the street. Their words brought despair (or merely eye rolls) to many, but helped just enough people to give these economists a glimpse of a higher purpose. This calling kept them seeking the truth until they discovered the Force.

Economic **Seers** saw planets as pools of water, alternately evaporating (exports) and being fed by a river (imports). The idea of this flow of water tickled... *something* in the back of their minds. They researched, argued with academics, and bothered experts, all in search of an unseen manipulator filling the pool, carving out the banks, and damming up the flow. When they compiled this knowledge, they saw potential futures that could not be explained with straightforward supply and demand models. They saw the living and breathing Force staring right back at them.

Some economists lived the life of their own convictions by budgeting their existence (usually due to impoverished backgrounds). They spent their time sifting between their needs and desires, isolating what they could survive without, and identifying what they absolutely needed. Taking a literal accounting of one's life on an economic balance sheet can reveal essential self-truths as much as any meditation (this is a reason why some Jedi turned to a life of monastic austerity). In some cases, desperation for a meaning behind the austerity drove these individuals onto the path of the **Magus**.

POLITICAL EXPERTS

Political experts found themselves able to see the bigger picture and used their time to change (or maintain) local governments. If only people acted *this* way, these experts thought, then *these* problems would be solved. The needs and desires of the community should influence the laws of the community, not vice versa. Emboldened or frustrated by the political process, these experts looked for something bigger and more meaningful, and awakened to the power of the Force.

Not all political awakenings come with enlightenment. Some political experts didn't learn to serve their communities, and instead tried to manipulate them by appealing to their base desires and fears, or punished them with restrictive laws. They sought to control others, a seductive desire from the dark side of the Force.

Political experts who would become **Advisors** worked within the system, seeing the system as a network of people. Politics isn't an unfeeling machine after all, but a web of people pushing and pulling toward their own desires. They pressed hands, spoke encouraging words, and made essential contacts. These political experts became adept at pulling strings, seeing them reverberate throughout the web. This webbing began to resemble the connections Mystics see throughout the galaxy.

Political experts who saw the galaxy like **Alchemists** viewed law and governance as an unfeeling machine, and devised concoctions and inventions to fix that machine. Medicine can treat the symptoms of a broken system, such as diseases caused by a malfunctioning water purifier, and make the whole feel better. The infected community can then become productive and vital, and thus provide the energy and will to fix the broken part. It is then a short step from thinking of a community as a living being toward seeing the Force as a living thing.

Makashi Duelist-style tactics in politics utilize every social weapon: propaganda, speech writing, door-to-door campaigning, and personal connections. These political experts used this arsenal to push righteous laws or candidates into action. They worked like a steady drop of water, chipping away at the rock of the status quo. Eventually, they led a tidal wave of support, motivating the people themselves into a mighty river, washing away the political elites. Their understanding of the Force happened in the same way: building with each action, cresting at a single moment, and opening their eyes to their destiny.

The **Prophets** of the political sphere were pundits, commentators, or critical analysts—both professional and amateur. They saw how a candidate or policy could affect their listeners and would advise accordingly. Whether motivated by doom and gloom or by a compassion for their audience, these political experts began to see how their local communities were connected, then cities and planets, and eventually saw how systems across the galaxy influenced each other.

Political **Seers** sought long-term changes and balances. A bit removed from day-to-day politics, they came from academia or governmental analysis groups, or were self-educated intellectuals. They were all united by a common ability: they were able to forecast how a set of laws and systems allowed people the freedom to choose their own path. Yet they kept seeing something else, a greater law pushing and nudging in the background. When they pulled back the final veil, they discovered a vast system, that of the Force.

A **Magus** utilizes rituals, but can also experiment, modify, and apply new rites. Political experts of this background experimented like social scientists. They took a political system and subtly influenced a variable, chipping away like a water drop on a stone to see what holes could be created. What patterns could they see, and could they replicate them elsewhere? Their awakening had begun the moment they realized they could influence these systems directly. They became a new variable, changing outcomes through sheer force of will. Their awakening arrived when they realized the variable was the Force.

RELIGIOUS ECSTATICS

Ecstatics allowed the Force to flow through them uninhibited. These people interpreted the Force through their own religions, adding insights and ideas that for some illuminated, others perplexed, and a few terrified. This "madness" and speaking for the gods were actually their attempts to describe their thoughts and feelings of the Force. When they discovered the Force to be a universal power, they didn't abandon their religion, but simply found the truths within, forging a new yet still traditional path.

Allowing unchecked emotion to fuel religious fervor, however, can take an ecstatic toward the dark side. Mistaking fear and anger for religious insight can lead people toward victimizing innocents. Instead of listening to the Force, these ecstatics listened only to pain, rage, and terror, and then channeled it right back into the world.

Quite a few ecstatic **Advisors** practiced a kind of psychometry, touching people to bring visions. In some cases, their communities ostracized them, so they didn't realize their abilities were gifts, not curses. In other cases, people kept the ecstatic a virtual prisoner, using their abilities to further their own goals. A few became the center of a religion, though perhaps not the leader. Self-actualization occurred with enlightenment; they no longer believed they were tools for others and became active agents of the Force.

Alchemists who were ecstatics didn't simply use drugs recreationally, although some Alchemists with this background did come to their enlightenment experimenting with mood-altering, consciousness-enhancing substances. Sometimes they worked to create an alternative drug, isolating the dangerous compounds while extracting the chemicals that enhanced the body and mind. Why did they achieve visions and insights, however, whereas others merely experienced a high? After some searching, they discovered that they didn't need drugs to see the energy binding the galaxy together.

Ecstatics who eventually became **Makashi Duelists** went through life with little introspection, acting and reacting nonstop in a whirling, spinning motion. They proclaimed a philosophy of living in the moment. Plenty of people got caught up in this whirlwind, drawn to their orbit but never really landing. Most of these ecstatics simply indulged their own self-gratification, but a few struggled to balance instinct, intellectual thoughtfulness, and caution. When they finally reconciled this struggle, they discovered the Makashi form fit seamlessly into their mindset.

Ecstatic **Prophets** usually had some connection with a fringe religious group. These ecstatics quickly gathered a following, one that either threatened the leadership of the original religious group or the authority of the dominant culture. For some, these emotional bursts of insight frightened them. Were they mad? When others found essential truths in their uncontrolled actions and babbling, these ecstatics began to wonder if they did have a connection to something greater.

Most ecstatics tend to have a **Seer**-like quality; their attraction to sudden, life-changing visions or insights mimicked traditional seers, who used mind-altering substances, isolation, meditation, and deprivation to achieve similar states. Ecstatic Seers spent their lives seeking answers, trying more and more extreme activities—usually something that defied death—to provoke an intense emotional reaction. They achieved a sense of peace when they got in touch with the Force, but they never truly got away from the chaotic and random nature of their visions.

Magus ecstatics found themselves using strange rituals and techniques to bring themselves to a higher state of consciousness. At first, they needed something to shock them out of their physical comfort, using fasting, icy cold or hot and sweaty immersions, and the like. Some pushed further, scouring their bodies in order to bolster the mind. A few adopted rituals to challenge their emotional or mental limits with pain, intense pleasure, disgust, or terror. Their use of these rituals bordered on obsessive and self-destructive. Even when they embraced the Force, these Magi never quite gave up their extreme ecstatic ways.

MYSTIC MORALITY

Mystics, more so than any of the other Force disciplines, have a danger of losing sight of the individual, the small, the supposedly insignificant, and risk becoming removed from life as they get closer and closer to the Cosmic Force. When the Force and the galaxy move at the pace of millennia, what is the significance of a single suffering person?

Some Force disciplines, such as the Sentinel, suffer from being too personal. Mystics and their emotional weaknesses suffer from distance. Mystics tend to travel to remote locations to get away from the struggles of the galaxy. Most Jedi did this to clear their heads and hearts, but Mystics mistake this isolation as the goal rather than the method, turning distant and cold.

Paradoxically, Mystics can fall to the other extreme and become overwhelmed by the suffering and pain of the galaxy. They feel and empathize with the hurt, but to the point of paralysis, falling victim to the anguish they should be striving to succor. These Mystics remove themselves from society, becoming worthless to others and costing the galaxy a vital force for good.

In light of this, Mystics' emotional strengths tend to focus on the here and now. Alleviating the hurt of a single individual, be it through charity, shared compassion, or encouraging hope, may make only a tiny change, but it reminds the Mystic that tiny changes move rivers and mountains.

Person-to-person contact also reminds Mystics whom they serve. They may think they are servants of the Force, but in reality, the Force also serves the living, breathing people that inhabit the galaxy. This cycle of life feeding the Force and the Force feeding life requires the Mystic to participate in the day-to-day activities of the so-called unenlightened masses. Without them, the Force is empty and without purpose.

Players may replace **Table 2-1: Morality** on page 50 of the **FORCE AND DESTINY** Core Rulebook with **Table 1-1: Mystic Moralities** on page 17. Players may choose to roll randomly on the table or select a Morality based on their background, core philosophy, or desired character arc. Each character starts play with a Morality value, as described on page 49 of the **FORCE AND DESTINY** Core Rulebook.



TABLE 1-1: MYSTIC MORALITIES

d100	Emotional Strength	Emotional Weakness
01-08	Compassion: Mystic compassion is different, representing a universal compassion, a love for all life, from the lowly worm to the most noble of philosophers. All beings belong with the Force and all deserve to know its peace.	Sorrow: The galaxy is a big place, and with so many people suffering, it can overwhelm a Mystic. How can a single person help anyone else when there is so much unhappiness? The Mystic lets sorrow paralyze, or worse, affect their use of the Force.
09-16	Caution: The Cosmic Force moves in a span of eons. Pushing too hard usually requires turning to the dark side of the Force. That desire, that fear, is the reason for the fall. Best move carefully and let the Force move at its own pace.	Fear: So much can go so wrong. The Force is in a precarious balance. Perhaps it's best to let a little suffering go unimpeded now so the future can be more certain. Perhaps this is safe, unless that future never comes.
17-24	Certainty: This doesn't simply cover confidence or positivity, but also an unshakable faith of the Force. The Mystic dives into conflict without hesitation, for there is no conflict, only the Force ebbing and flowing.	Egoism: Confidence can turn into recklessness or stubbornness. When Mystics think themselves invulnerable or correct at all times, they think the Force revolves around them. This egoism may cause a Mystic to make a fatal error and bring others to harm.
25-32	Clarity: Certainty relies on faith. Clarity relies on knowledge. These Mystics know without a doubt that the path they walk is the right one and can communicate it to others without misunderstanding.	Confusion: With visions come possibilities. The future isn't set in stone, but a river that can flow in one direction or another. When Mystics delve deep into the future, they may become paralyzed by the myriad of possibilities.
33-40	Humility: The Force is so much bigger than any one individual, and Mystics know they are merely drops in the pond. This frees them to act when needed without fear that they are taking on too much.	Worthlessness: Knowing oneself to be insignificant in the light of the Force can overwhelm anyone, and a Mystic more so. The Force always has a purpose and a place for everyone, but Mystics may feel their actions are useless.
41-48	Discipline: Mystics especially need discipline to keep from being overwhelmed by the Force. Some Mystics want to be overwhelmed and lose themselves. The Force provides so much peace and understanding, but the Mystic must focus so the physical world can receive this insight.	Coldness: Mystics have a special vulnerability to removing themselves from mortal emotions and concerns. A single life has no significance to the Force, and so these Mystics turn cold to the world.
49-56	Wellness: The Mystic gains a form of happiness and satisfaction in good works and knowing one's place in the community. They work, which is good; they depend on others, which is good; and they prosper, which is good.	Rigid: Knowing one's place sometimes means becoming complacent, becoming unable to change, grow, or conceive of a better way. They think the way things are should always be the same.
57-64	Pride: While pride might seem dangerous, this is a pride in being part of something bigger, with a greater purpose. Proud Mystics know they can make a change for the better.	Arrogance: By tapping into the Cosmic Force, Mystics can control tremendous amounts of power. This may deceive Mystics into believing they are gods.
65-72	Modesty: Mystics eschew credit and thanks. After all, anyone can do this work. This attitude ensures discipline and focus to the task at hand, and thus the Mystics focus on helping others and reducing suffering.	Vanity: The Mystic turns self-deference into false modesty, denigrating themselves and expecting others to bolster their ego. A twisted passive-aggressiveness can emerge, in which the Mystic demands recognition for this modesty.
73-80	Joy: Despite, or because of, Mystics' ability to see into the past and the future, some learn to enjoy the beauty of the moment, person, or place in front of them. Each instance is unique, even in the timelessness of the Cosmic Force.	Antipathy: Unlike Coldness, this Mystic still has emotional engagements, but simply doesn't understand the magnitude of pain. This kind of insensitivity ignores the fact that pain, even when fleeting, ripples harm throughout time and space.
81-88	Fondness: This Mystic has a kind of mentor-like love, the good feeling that comes with guiding and helping people. This feeling should be unconditional; they wish their students to grow, change, and surpass their teachings.	Demanding: Sometimes over-protectiveness turns into controlling behavior. How else to save someone than to prevent them from making mistakes? This behavior treats people as smaller, less than even a pet, requiring constant control.
89-96	Independence: With trust in the Force comes an independence and a lack of reliance on other people. This isn't a bad trait; these Mystics may still enjoy the company of others, but their happiness doesn't require others to act or think in a certain way. This allows Mystics to appreciate a person for who they are.	Obstinacy: Trust in the Force sometimes turns dark and becomes a denial that other people, especially those who aren't experienced in the ways of the Force, can ever have knowledge or feelings more relevant, more important, or better-suited to a situation than the Mystic's.
97-00	Roll twice on this chart. The PC has multiple emotional strengths and weaknesses.	

NEW SPECIES

Mysticism, the exploration of the spiritual and the divine, exists throughout all species across the galaxy. There are even rumors of droids who have developed their own mysticism to explain their sentence in a galaxy full of organics. The desire to understand the world beyond the mere physical isn't an offshoot of intelligence, but a necessary part of it. The Galactic Empire, despite all of its power and effective fear tactics, cannot suppress this natural desire.

The Galactic Empire has plenty of its own fears regarding spirituality. Mysticism ignores the supremacy of the Empire. A belief in a greater power literally means a disbelief in the supremacy of the Empire. The Empire hasn't developed a way to monitor thought (yet), and so can't detect belief and faith in the divine. Lastly, the rank and file of the Empire don't realize this, but mysticism, specifically the ability to connect with the Force, provides a way for individuals to pass knowledge and power to others across vast distances. Worse yet, it allows a vital, sentient desire to pass from planet to planet, unhindered by Star Destroyer blockade, undeterred by ISB propaganda, and uninhibited by the looming presence of the Emperor: a desire called hope.

A Force user of any species can become a Mystic. The following species have a special talent, unique history, or cultural tendency to embrace mysticism and thus become a Force-using Mystic. When individuals accept the spiritual, they step closer to the Force. The Empire underestimates the power of an individual voice. Embracing the Living Force empowers the Cosmic Force, much like an individual singer melds into a rich, multifaceted choir. Soon, that choir can overpower the sound of even the most insidious of Imperial propaganda.

THISSPIASIAN

Thisspiasians are a people with great passions tempered by measured calm and discipline. They are attached to tradition but also quick to adopt the new, blending both together seamlessly. The Galactic Empire has failed to suppress their spirit. In fact, their defiance might spawn a new wave of Force-sensitive warriors.

Physiology: Thisspiasians are two-meter tall serpentine creatures with four arms, distinct flowing beards, and long hair surrounding their heads and faces. The lower two sets of arms are somewhat vestigial in nature, and Thisspiasians usually keep them hidden beneath their clothes. Their reptilian nature encourages constant movement and activity to maintain blood flow. Though Thisspiasians sleep for a couple of hours a day, their main form of rest is a physiological condition similar to a trance that can last for minutes or hours. The trance provides the neurological repair necessary for good mental and physical health. Just like how other sentient beings who miss sleep can become emotional and irritable, so do Thisspiasians if they skip this trancelike state.

Society: Outsiders consider Thisspiasians walking (slithering) contradictions. Their history values tradition, and their culture continues to practice several dozen small rituals and practices (such as eating their food live) taken from a myriad of historical Thisspiasian cultures and civilizations. This doesn't mean that Thisspiasians are rigid or dogmatic. They have been remarkably fluid in adapting to new technology and spacefaring cultural norms. Plenty of planet-born Thisspiasians have loathed giving up eating live thissp mice, but once offworld, they quickly adopt the practice of cooking their meals without complaint. (When returning to their homeworld, however, a common practice is to gorge on a live mouse banquet.)

Most outsiders know Thisspiasians only because of the fighters who volunteered to serve in the Galactic Republic's military during its initial founding. Tales depicted them as passionate and aggressive in one moment and calm and reasoned the next. This is no doubt due to the nature of their work; war and combat have a tendency to bring out extremes in any sentient being. Outsiders who first meet a Thisspiasian perceive them as tranquil and calm, but amongst friends, family, or on their homeworld, the individual in question might be loud and boisterous. Perhaps the initial impression was simply a self-imposed politeness in a sea of alien faces.

The confluence of reasons why the Thisspiasians joined the Republic requires an understanding of the Thisspiasian character. A constitutional monarchy ruled the homeworld at the time. The Blood Monarchy, a hereditary line that led back over twenty thousand years, technically provided cultural leadership, but a democratic parliament maintained practical, day-to-day governance. Even before the Galactic Republic, the monarchy was already a holdover from ancient times. The then-current Blood Monarch saw an opportunity

WARRIORS FOR THE GALACTIC REPUBLIC

After their civilization joined the Republic, thousands of Thisspiasians volunteered for the military. This gave them a reputation of being a warrior race. The misconception has some merit. Those who volunteered had been practicing war and combat, both in ritualized forms and with modern military training and tactics. A large number of these volunteers had also taken on various old, largely forgotten (and a bit archaic) monastic practices. These warrior monks stormed the fields carrying blaster rifles in one set of arms and ancient Thisspiasian Ouro Blades in the other. They wore the standard uniforms of the Republic, but adorned them with the pins, jewelry, and colors of their historical warrior orders.



Thisspasian



Tholothian



Vurk

to expand Thisspias' economy but to also secure her reign by joining the Republic. The decision was met with the usual acceptance of a society in flux: via loud, angry discussions and some mild violence.

At the same time, the planet saw a resurgence of ancient Thisspasian martial disciplines (see the sidebar **Warriors for the Galactic Republic** on the preceding page). The Blood Monarch gave these warrior-monk societies, generally conservative and pro-independence, a purpose: join the Republic and fight for Thisspasian glory. The gambit worked, and the planet's monarchy became a paradoxical symbol for galactic democracy.

Currently, an Imperial Governor controls the politics and governance of the planet, but the population seethes with anger, frustration, and rebellion. Originally, the Empire had occupied the planet to suppress Republic loyalists, but also to recruit Thisspiasians to the Empire in light of their "blood-thirsty and barbaric" warrior culture. Flooding the planet with anti-Republic propaganda, the Empire hammered on the decadence and distance of the Republic and offered the Thisspiasians a chance to fight for the Empire. The Thisspiasians answered with resistance. Orbital bombardments followed, and the Thisspiasians answered with more resistance. Finally, the Governor removed the Blood Monarch and demanded subservience. Instead, the empty monarchical seat serves as a potent symbol for insurrection.

On the other hand, many Thisspiasians still consider the hereditary line wasteful and archaic. This tension between royalists and monarchical abolitionists has been both dampened in some ways and intensified in others. The Imperial occupation forced these differing factions to work together and, on the surface, the groups hold no animosity toward each other. Thisspiasians can already see fractures, however. Royalists wear the quills of the giant ystervark both as a symbol of their loyalty and as a makeshift weapon. A few carry a small vial of blood, a statement of their genetic link to the Blood Monarch's line. Abolitionists, in turn, wear a small pin in the shape of a cygnat (a small native biting pest). This pin concerns even some moderate Thisspiasians, since nearly two hundred years ago the terrorists who assassinated the Blood Monarch wore a similar symbol.

If Thisspias survives the Galactic Civil War, historians wonder which symbol and resultant rituals will become the dominant part of their cultural lexicon: the ystervark quill, the cygnat pin, or the Imperial crest? Or perhaps Thisspiasians will buck tradition and choose a new symbol altogether?

Homeworld: Thisspias is a rocky, temperate world in the Expansion Region. The homeworld joined the Galactic Republic enthusiastically despite its distance from Coruscant, sending warriors to bolster the fledgling Republic army. As a result, Thisspias has benefited from membership in the Senate while acting as a magnet for trouble in other moments in history.

For example, because of its close association with the Galactic Republic and physical location in the galaxy, Thisspias has been the site of many historical battles, such as the conflicts during the Great Manifest Period. These various battles have been immortalized with monuments or through the actual relics of war.

On the other hand, membership in the Galactic Senate allowed Thisspias to wield plenty of influence, especially to protect the homeworld. As pivot point between the Core and the Outer Rim, Thisspias benefited from a volume of trade and cultural exchange. Their people have plenty of reasons to remain loyal to the Galactic Republic.



Language: Although planet-bound individuals are mostly literate in Thisspian, those who traveled offworld learned to read and write Basic quickly. The Empire has been trying to stamp out their language, but each attempt only emboldens them more. A few eschew learning Basic altogether in protest, but they are chided as foolish.

Perception of the Force: Some Thisspians practice meditation while in their trance-like rest, using guided focus and discipline to sort thoughts and feelings. A select few push further, opening their minds and spirits to touch upon the Force. Furthermore, Oppo Rancisis, the Blood Monarch heir who lived decades before the rise of the Empire, became a Jedi Master and refused to take the throne. This historical connection to the Jedi Order and the common practice of meditation give Thisspians a strong connection to the Mystic tradition and to the Force.

2	3	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Thisspians begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.
- **Rest and Meditation:** Thisspians need very little sleep to function. They only need to sleep for two hours to heal all strain they are suffering from, instead of for a full night (they cannot sleep multiple times in a day, however!). In addition, once per session Thisspians may spend ten minutes meditating; if they do so, they heal strain equal to twice their ranks in Discipline.

THOLOTHIAN

A near-human species from one of the oldest planets (at least politically) in the Republic, the Tholothians are an unassuming species, once fully integrated into galactic society, but now contained on their homeworld by the Galactic Empire.

Physiology: Tholothians are a humanoid species with various shades of darker skin tone and a variety of blue and violet eye colors. Instead of hair, they have scales on their heads and several pale tendrils that descend from their backs. In all other aspects, they resemble humans in physiology.

Society: Historically, Tholothian civilization changed and adapted relatively smoothly, especially compared to other species. For example, Tholothian astronomers had predicted the existence of other civilizations centuries before the first outsider hyperdrive exploration ships encountered Tholoth, and the homeworld did not suffer the culture shock that normally comes with initial contact. In fact, Tholothian culture has been remarkably adaptable and fluid, changing with the times with less-than-expected backlash, traditionalist outcry, or nativist anger.

Once highly egalitarian and cosmopolitan, Tholoth's population was majority but not plurality Tholothian. Over centuries, hundreds of cultures and species traveling through the system to settle in the Slice instead stayed on the planet. Tholothian society has added bits and pieces of these various cultures into their architecture, art, and language (with various loanwords). Linguists can trace historical layers in language, grammar, and even verb tenses. Technologically advanced but not obsessively so, Tholoth's economy has always been slow and steady.

This Tholothian cultural fusion changed when the Empire took control of their homeworld. Imperial censors removed anything considered foreign (including non-Tholothians) from Tholoth, imposing homogeneity onto the language, culture, and art. If the censors could trace the origins of the offending material to a non-Tholothian species, out it went. The Empire then promoted a different kind of unity; for example, Tholoth's cities have slowly taken on the stark, imposing black and white structures of the Empire.

This in turn has brought on unprecedented cultural shock. Tholothians struggle now to understand what should be considered truly Tholothian. (See the sidebar regarding **Tholothian Seedpods**.) As they resist against the Empire, they also resist against this revisionist history, wondering if they should also reject their cosmopolitan past. Some scholars fear that even if Tholoth does throw off the yoke of the Empire, Tholothian identity might be irrevocably altered. Whether or not this doubt and Imperial influence becomes a permanent part of Tholothian society remains to be seen.

Homeworld: Tholoth, located in the Colonies region at the base of the Slice, has a warm, temperate climate. As one of the closest planets in the expansion path of the Slice, Tholoth benefited highly from trade and temporary immigration. The Tholothians established strong restrictions upon development; they welcomed immigrants, of course, but new construction needed to integrate with their ecosystem and infrastructure. Tholoth's cities took on a cosmopolitan character, blending and integrating different architectural styles that somehow still felt Tholothian. As a result, Tholoth has avoided the giant metropolises or ecumenopolises that seem to dominate the Core Worlds.

THOLOTHIAN SEEDPODS

Ancient Tholothian cultural practices centered around a durable tree used in their agriculture. When these people traveled, they carried at least one seedpod with the blessing that if they found a new home, they would tear open the pod, plant the seed, and connect their new home with their old home. Tens of thousands of years later, Tholothians who journeyed away from their homeland would continue this tradition, some carrying a single seedpod in a pack, integrating them into artistic objects in their homes, or wearing them as jewelry. Stories abound that these Hometrees were mystically connected in some way, and that by placing their ear against the bark, Tholothians could hear Tholoth's wind welcoming them home. With the Empire's dismantling of Tholothian culture, this practice has re-emerged stronger than ever in an attempt to get back in touch with their roots (so to speak).

Certain areas throughout the planet were designated wildlife preserves, and up until the founding of the Galactic Empire, Tholoth had maintained an arboreal reputation. The heavier industries remained offworld in the surrounding planets of the Tholoth system. Before the Empire, Tholoth was a democracy utilizing a governmental structure similar to the Galactic Republic, with a head executive chair and a legislative senate.

Due to the homeworld's position in the galaxy and its axial tilt, for half of the year Tholoth's night sky is dominated by the light of the Deep Core, a bright, brilliant ellipse from horizon to horizon, brighter than most moons. The other half of the year, Tholoth's sky faces the arms and the edge of the galaxy, still brilliant, but muted and dark.

Currently under heavy Imperial control, Tholoth, at least to its inhabitants, now feels like a prison. Imperial commanders have set up estates here, turning the planet (once a sanctuary to the Jedi) into a vacation spot. The local population and economy have been retooled to serve Imperial desires to turn the planet into an officers' garden retreat.

Language: During the Galactic Republic era, Tholothians spoke Basic, although different communities on the homeworld were more isolated than others, lending regional accents to their pronunciation. Because of their cosmopolitan nature, Tholothians commonly knew at least one or two additional languages based on need or personal interest. Near the end of the Republic, educators on the homeworld headed a movement to preserve the native Tholothian language group, but upon Imperial control of the planet, this movement went underground. Many fear the Empire's slow, methodical "Imperialization" of Tholothian culture will cause the death of the Tholothian language as well.

Perception of the Force: As longtime members of the Galactic Republic, Tholothians have had continual contact with the Jedi and the Jedi Order. Jedi who wished to remain in contact with the temple on Coruscant but needed to get away from the people, smog, and skyscrapers would come to Tholoth to meditate. Some would hike and camp out in the various nature preserves, giving them time away from the galaxy without fear of wild, dangerous beasts. The time of year could also be useful for meditation due to the night sky: Jedi were known to come on Core or Spiral Peak nights to meditate on the light and the dark and the Republic and the Outer Rim, focusing on the inner and the outer respectively.

Since Imperial occupation, Tholoth has gone a little wild. The mountains, forests, hills, trees, and snow-covered regions have become unkempt and feral. While the Empire destroyed the obvious Jedi buildings, claiming the old aesthetic ruined Tholoth's natural beauty, stormtroopers missed the smaller, hidden refuges. Small cave systems with a preternatural sense of peace, a one-story stone structure built by a Jedi monk, or the hot spring in the snow-capped mountains all have been grown over by brambles, hidden by rockslides, or buried in ice. Some Tholothians still journey to these locations. A few use them for shelter to hide from the Empire. Each of them holds a tiny bit of history of the old Jedi Order and perhaps preserves something for a searching Force-sensitive.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Tholothians begin the game with one rank in Knowledge (Xenology). They still may not train Knowledge (Xenology) above rank 2 during character creation.
- **Cultural Adopters:** When making a social skill check to interact with non-Tholothians, Tholothians add automatic to the results.
- **Natural Roots:** When making a check to heal strain while in a natural or wild setting, Tholothians heal one additional strain.

VURK

This reptilian race has extended their nomadic tradition to the galaxy. Galactic society underestimates them due to their lack of interest in heavy industrialization and technology. They have, however, a complex system of personal governance and political involvement that baffles Core World politicians and philosophers.

Physiology: Reptiles with dark, bulbous eyes and tall head crests, Vurks can breathe underwater as well as they can breathe open air. The warm waters and atmosphere of their homeworld provide much-needed external energy for their metabolism. Although they can function away from such optimal conditions, Vurks do find cooler climates (and most spaceships) a bit uncomfortable. Most Vurks journeying off-world utilize a wide variety of tricks to maintain their body temperature, from wearing heavy clothing, using careful meditation, imbibing hot beverages continually throughout the day, or retiring to a nice, hour-long warm bath.

Society: Vurks are semi-nomadic, but in a different way than other species. It is not unusual for a Vurk community or a whole village to decide to move on, not only based on the changing of a season, but also for a philosophical need. Instead of the village relocating together, each Vurk (and perhaps close friends or acquaintances, but not necessarily family) may choose to travel together. For all intents and purposes, that village no longer exists. Vurks instead integrate with other communities or form new ones based on needs and desires. It is not unusual to find a mature Vurk who has already been in half a dozen successful communities.

The galaxy considers them a primitive people, but Vurks have a sophisticated community and social status system based on reputation. Vurks judge each other by their individual accomplishments, deeds, and actions, and readily discuss those perceptions with other Vurks. They don't consider this gossip or idle chatter, but part of the process of being in a community. Of course, two Vurks may perceive a third Vurk in two different ways, but none of them see this as a negative. After all, no individuals see things in the exact same way. Vurks don't expect outsiders to participate, but those traveling offworld naturally extend this practice to friends and loved ones.

This discussion of reputation and perception leads to continual interpersonal conflicts where two or more Vurks may disagree on social or economic matters. These conflicts then lead to compromises or experiments where Vurks try one solution before attempting another. In the end, these discussions lead to a set of casual rules governing behavior for each community, prompting even more discussion. Those who don't participate in the dialogue either choose to go with the majority or simply leave to found a new community. While this social structure may seem anarchic, Vurks don't object to laws or social structures per se; they simply believe that these concepts are things to be discussed and negotiated on a case-by-case basis.

THE STRICTURE OF VIOLENCE

In Vurk society, when is violence acceptable? Again, this is negotiated on a case-by-case basis, but nearly all Vurk agree that causing a death, be it through self-defense or murder, is reprehensible (barring euthanasia). With death, that individual's ability to voice a new opinion, thought, or argument is silenced forever. From this basic concept, Vurks have developed a Stricture of Violence (although most Vurks don't call it that).

The Clone Wars and the Galactic Civil War have left Sembla (mostly) untouched, and thus Vurks haven't had to modify this Stricture. Those traveling offworld, however, have seen a galaxy not only torn apart by war, but also torn apart by injustice. Can killing be justified if it means freeing a group of slaves? Can freedom be preserved with war? Now, with an Imperial presence growing on Sembla, Vurks as a society must eventually reconcile their feelings about the Stricture. In the end, however, each individual Vurk has to struggle with what the galaxy is, versus what they grew up believing.

Each time a Vurk integrates or forms into a new community, a new discussion over mores and consent develops. Those who disagree, leave. Those who agree, stay. This social and cultural practice has developed and changed for as long as Vurks have had recorded history. To outsiders, this makes Vurks appear mercurial or constantly changing in ethics and morals. In reality, Vurks constantly question concepts of ethics and morals in order to understand where they stand.

There are outliers, of course. There are those who intentionally break these social or cultural mores, those who withhold information and lie in order to gain some form of advantage, and those who commit violence to resolve their issues. These individuals gain a reputation that gets passed on to each community they encounter. Eventually, these outliers get exiled, effectively turning them into a community of one.

Homeworld: Sembla (or Utavurk) is located in the Outer Rim, in the Mahrusha sector, at the far end of the Perlemian Trade Route. With four moons, tidal stresses keep the Vurk homeworld tectonically active, with shallow seas and volcanic islands.



Because Sembla doesn't sit near any major or minor trade routes, ships hardly travel there. The planet has been historically isolated from all of the Galactic Republic's wars. Some Imperial scientists, however, have established a research base to study Sembla as a source of geothermal energy and to experiment with the planet's unique magnetic magma. As a result, the Imperials have also undertaken strip-mining operations to build and power the base, pressing Vurks into a cheap source of labor and destroying nearby islands in the process.

The Empire doesn't respect the working conditions the Vurks must endure, and various pockets of resistance have appeared throughout the homeworld. Vurks on the other side of the planet don't see the results of Imperial power and have not decided yet to take up arms. In this case, the habit the Vurks have of discussing and witnessing firsthand an individual's bad actions may not be fast enough to unite the planet against the Empire.


Language: On their homeworld, Vurks speak primarily Semblan. There are of course several hundred dialects and unrelated languages, but ages ago, through an intense period of planet-wide discussion, the majority of Vurks decided on Semblan as their language. (As a consequence, they also changed the name of their homeworld from Utavurk to Sembla to reflect this decision.) Plenty of Vurks disagreed and thus formed communities that speak other languages. Those who journey offworld, however, learn Basic.

Perception of the Force: Describing the Force as water or a river fits well with Vurks, who not only live on an aquatic world, but have wandered their planet much like the rain, riv-

ers, and oceans. While Vurks don't have a specific connection to, or affinity for, the Force, certain concepts are easier for them to grasp due to their cultural background. Failure isn't a setback, but simply a new experience. Pick up and move on. This gives them an openness to try something different or try again in a new way, a perfect attitude for a Mystic.

Of the Vurks who initially tried to join the Jedi Order, most failed due to the rigid discipline. Instead of becoming bitter or discouraged, these petitioners merely saw this setback as part of their continual migration. Perhaps this was not the community they should be joining at this time. Oddly, a few of those who failed the initial tests later came back as better candidates.



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Vurks begin the game with one rank in Negotiation. They still may not train Negotiation above rank 2 during character creation.
- **Amphibious:** Vurks can breathe underwater without penalty and never suffer movement penalties when traveling through water.
- **Cold Blooded:** Vurks add  to all checks they make while in cold environments (in addition to any other penalties).

NEW SPECIALIZATIONS

UNLIMITED POWER provides three new specializations: the Alchemist, the Magus, and the Prophet. These don't replace Advisors, Makashi Duelists, or Seers, but simply add more options to the expansive nature of the Mystic. The power of the Force, after all, is unlimited.

During the time of the Jedi Order, Guardians thought in broad terms. How best to serve the galaxy, to help the most with the least resources, to urge the galaxy toward peace without sacrificing too much? Mystics thought in even broader terms. How best to serve the Force, to urge the galaxy toward the light, to move billions upon billions of people toward enlightenment and self-actualization?

To explain how a Mystic might see the Force, it is best to use the analogy of water, specifically a river. Water can be slow and calm (and suffocating), or it can be rapid, powerful, and overwhelming. A river provides life but can also drown it. Water can be liquid, gaseous, or solid. It can change physical properties, but in the end, it can return to its previous state. Mystics learn to read, ride, or redirect this river.

TALENTS WITH CONFLICT COSTS

Certain talents give the Player Character who possesses them Conflict at the beginning of each session. The knowledge associated with these talents is dark enough that simply understanding it can tempt a PC to the dark side; see page 51 of the **FORCE AND DESTINY** Core Rulebook for more on Conflict. These talents are delineated with the following symbol in their header:

 TALENT NAME 

Mystic Advisors redirect the flow of the Force on an individual basis. What is a river but individual drops of water moving in a singular direction? By guiding an individual toward the proper action, they influence the Force in small, subtle ways. Like a pebble thrown in a still lake, that individual's just actions affect a ring of other individuals, who in turn influence a concentric ring of additional individuals, and so on and so on.

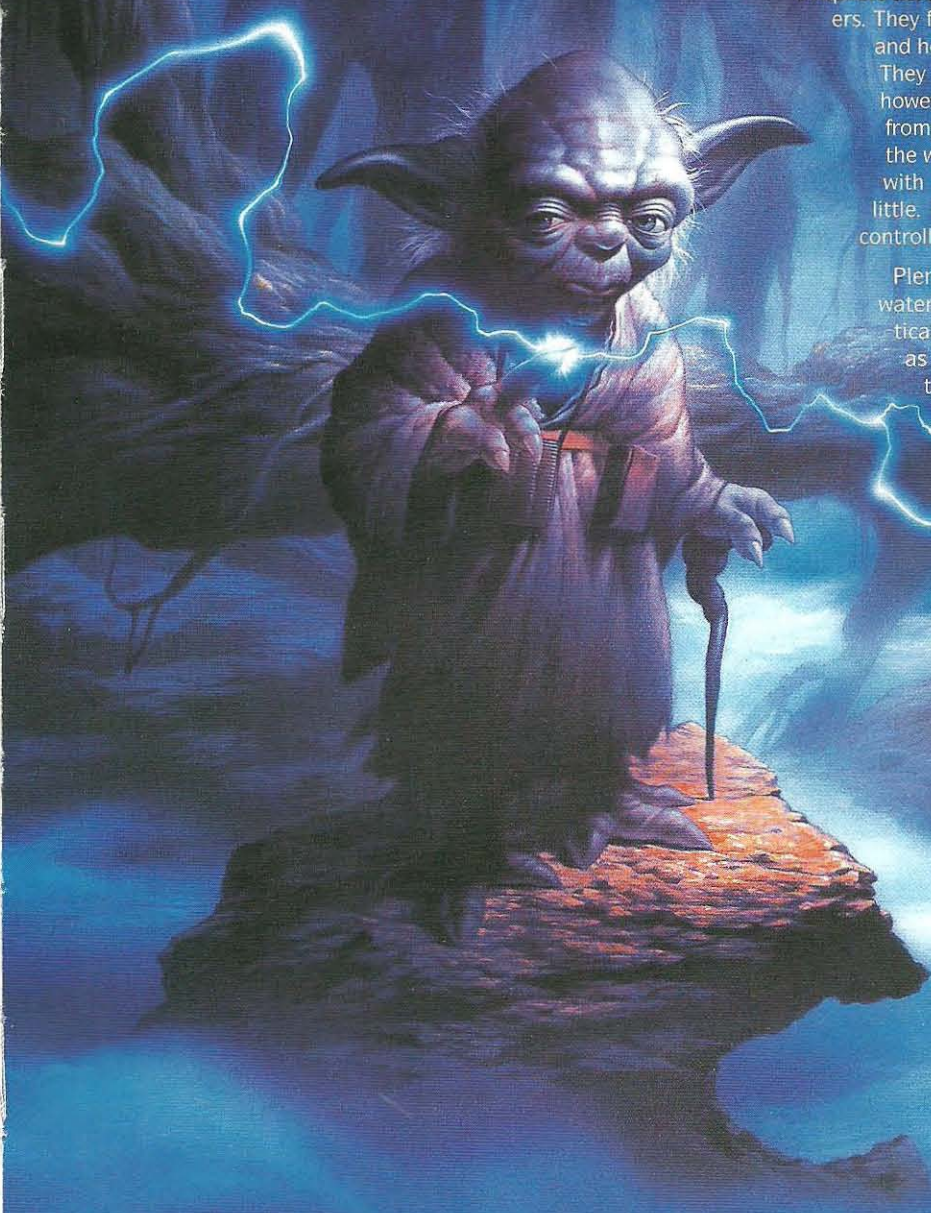
Alchemists work their creations like ice. They channel the Force and concentrate it into physical form, a condensation of sorts. Like ice, these creations remain remarkably stable. Some creations function perfectly, defying technical or scientific principles. Ice can be sculpted and shaped, made opaque or transparent, to reflect light as beautiful art, and so can these alchemical inventions. Ice can also be deadly, sapping heat and life, crushing as hard as rock, and cutting as sharply as any lightsaber. The potential for Alchemists' creations to be beautiful or deadly lies in the moral strength of their creators.

The Magus experiments with different ways to divert the flow of the Force. Each new piece of knowledge, each mysterious ritual, redirects the river in odd ways, channeling the water faster, slower, or onto different, unseen, paths altogether. Just as farmers irrigate their crops, a Magus can use the Force to help life flourish and grow. Again, the destructiveness of the dark side of the Force can tempt the Magus to use the river as a weapon, flooding a valley and drowning all within it.

While it might appear contradictory for a Mystic to take on a lightsaber form, Makashi Duelists fight in the same way they perceive the Force. Like a swiftly flowing river, they tumble around some obstacles and flow over others, and in some rare cases, burrow through with constant, unrelenting pressure. Masters of the Makashi form often brought apprentices to a freezing cold river or waterfall as their first lesson. Told to attack the water, apprentices learned how the water parted, gave way, and moved around them. Apprentices learned how to brace themselves against the current, and to use the current to help them move from riverbank to riverbank. They also learned how dangerous water could be (especially when they lost their practice weapon in the mud). Makashi Duelists change and flow, surround and overwhelm, and learn to fight and approach life like a river.

Prophets act as conduits from the Force to their followers. They function much like an oasis of knowledge and hope in a desert of ignorance and despair. They have to control the flow of information, however, because sometimes harm can come from giving people the right information at the wrong time. A person can, after all, drown with too much water, and can die with too little. Prophets provide sustenance in regular, controlled drops.

Plenty of civilizations equate a pool of still water to a mirror, and one of the earliest mystical artifacts is the mirror. A mirror can act as a tool for literal and figurative reflection, showing users their true faces. In many folktales, a mirror acts as a window to another world, showing the future or the past with the proper incantation (and in many cases, the proper sacrifice). Seers act as that pool of water, reflecting or revealing when appropriate.



ALCHEMIST

𐄂𐄃𐄄𐄅𐄆𐄇𐄈𐄉𐄊𐄋𐄌𐄍𐄎𐄏𐄐𐄑𐄒𐄓𐄔𐄕𐄖𐄗𐄘𐄙𐄚𐄛𐄜𐄝𐄞𐄟𐄠𐄡𐄢𐄣𐄤𐄥𐄦𐄧𐄨𐄩𐄪𐄫𐄬𐄭𐄮𐄯𐄰𐄱𐄲𐄳𐄴𐄵𐄶𐄷𐄸𐄹𐄺𐄻𐄼𐄽𐄾𐄿𐅀𐅁𐅂𐅃𐅄𐅅𐅆𐅇𐅈𐅉𐅊𐅋𐅌𐅍𐅎𐅏𐅐𐅑𐅒𐅓𐅔𐅕𐅖𐅗𐅘𐅙𐅚𐅛𐅜𐅝𐅞𐅟𐅠𐅡𐅢𐅣𐅤𐅥𐅦𐅧𐅨𐅩𐅪𐅫𐅬𐅭𐅮𐅯𐅰𐅱𐅲𐅳𐅴𐅵𐅶𐅷𐅸𐅹𐅺𐅻𐅼𐅽𐅾𐅿𐆀𐆁𐆂𐆃𐆄𐆅𐆆𐆇𐆈𐆉𐆊𐆋𐆌𐆍𐆎𐆏𐆐𐆑𐆒𐆓𐆔𐆕𐆖𐆗𐆘𐆙𐆚𐆛𐆜𐆝𐆞𐆟𐆠𐆡𐆢𐆣𐆤𐆥𐆦𐆧𐆨𐆩𐆪𐆫𐆬𐆭𐆮𐆯𐆰𐆱𐆲𐆳𐆴𐆵𐆶𐆷𐆸𐆹𐆺𐆻𐆼𐆽𐆾𐆿𐇀𐇁𐇂𐇃𐇄𐇅𐇆𐇇𐇈𐇉𐇊𐇋𐇌𐇍𐇎𐇏𐇐𐇑𐇒𐇓𐇔𐇕𐇖𐇗𐇘𐇙𐇚𐇛𐇜𐇝𐇞𐇟𐇠𐇡𐇢𐇣𐇤𐇥𐇦𐇧𐇨𐇩𐇪𐇫𐇬𐇭𐇮𐇯𐇰𐇱𐇲𐇳𐇴𐇵𐇶𐇷𐇸𐇹𐇺𐇻𐇼𐇽𐇾𐇿𐈀𐈁𐈂𐈃𐈄𐈅𐈆𐈇𐈈𐈉𐈊𐈋𐈌𐈍𐈎𐈏𐈐𐈑𐈒𐈓𐈔𐈕𐈖𐈗𐈘𐈙𐈚𐈛𐈜𐈝𐈞𐈟𐈠𐈡𐈢𐈣𐈤𐈥𐈦𐈧𐈨𐈩𐈪𐈫𐈬𐈭𐈮𐈯𐈰𐈱𐈲𐈳𐈴𐈵𐈶𐈷𐈸𐈹𐈺𐈻𐈼𐈽𐈾𐈿𐉀𐉁𐉂𐉃𐉄𐉅𐉆𐉇𐉈𐉉𐉊𐉋𐉌𐉍𐉎𐉏𐉐𐉑𐉒𐉓𐉔𐉕𐉖𐉗𐉘𐉙𐉚𐉛𐉜𐉝𐉞𐉟𐉠𐉡𐉢𐉣𐉤𐉥𐉦𐉧𐉨𐉩𐉪𐉫𐉬𐉭𐉮𐉯𐉰𐉱𐉲𐉳𐉴𐉵𐉶𐉷𐉸𐉹𐉺𐉻𐉼𐉽𐉾𐉿𐊀𐊁𐊂𐊃𐊄𐊅𐊆𐊇𐊈𐊉𐊊𐊋𐊌𐊍𐊎𐊏𐊐𐊑𐊒𐊓𐊔𐊕𐊖𐊗𐊘𐊙𐊚𐊛𐊜𐊝𐊞𐊟𐊠𐊡𐊢𐊣𐊤𐊥𐊦𐊧𐊨𐊩𐊪𐊫𐊬𐊭𐊮𐊯𐊰𐊱𐊲𐊳𐊴𐊵𐊶𐊷𐊸𐊹𐊺𐊻𐊼𐊽𐊾𐊿𐋀𐋁𐋂𐋃𐋄𐋅𐋆𐋇𐋈𐋉𐋊𐋋𐋌𐋍𐋎𐋏𐋐𐋑𐋒𐋓𐋔𐋕𐋖𐋗𐋘𐋙𐋚𐋛𐋜𐋝𐋞𐋟𐋠𐋡𐋢𐋣𐋤𐋥𐋦𐋧𐋨𐋩𐋪𐋫𐋬𐋭𐋮𐋯𐋰𐋱𐋲𐋳𐋴𐋵𐋶𐋷𐋸𐋹𐋺𐋻𐋼𐋽𐋾𐋿𐌀𐌁𐌂𐌃𐌄𐌅𐌆𐌇𐌈𐌉𐌊𐌋𐌌𐌍𐌎𐌏𐌐𐌑𐌒𐌓𐌔𐌕𐌖𐌗𐌘𐌙𐌚𐌛𐌜𐌝𐌞𐌟𐌠𐌡𐌢𐌣𐌤𐌥𐌦𐌧𐌨𐌩𐌪𐌫𐌬𐌭𐌮𐌯𐌰𐌱𐌲𐌳𐌴𐌵𐌶𐌷𐌸𐌹𐌺𐌻𐌼𐌽𐌾𐌿𐍀𐍁𐍂𐍃𐍄𐍅𐍆𐍇𐍈𐍉𐍊𐍋𐍌𐍍𐍎𐍏𐍐𐍑𐍒𐍓𐍔𐍕𐍖𐍗𐍘𐍙𐍚𐍛𐍜𐍝𐍞𐍟𐍠𐍡𐍢𐍣𐍤𐍥𐍦𐍧𐍨𐍩𐍪𐍫𐍬𐍭𐍮𐍯𐍰𐍱𐍲𐍳𐍴𐍵𐍶𐍷𐍸𐍹𐍺𐍻𐍼𐍽𐍾𐍿𐎀𐎁𐎂𐎃𐎄𐎅𐎆𐎇𐎈𐎉𐎊𐎋𐎌𐎍𐎎𐎏𐎐𐎑𐎒𐎓𐎔𐎕𐎖𐎗𐎘𐎙𐎚𐎛𐎜𐎝𐎞𐎟𐎠𐎡𐎢𐎣𐎤𐎥𐎦𐎧𐎨𐎩𐎪𐎫𐎬𐎭𐎮𐎯𐎰𐎱𐎲𐎳𐎴𐎵𐎶𐎷𐎸𐎹𐎺𐎻𐎼𐎽𐎾𐎿𐏀𐏁𐏂𐏃𐏄𐏅𐏆𐏇𐏈𐏉𐏊𐏋𐏌𐏍𐏎𐏏𐏐𐏑𐏒𐏓𐏔𐏕𐏖𐏗𐏘𐏙𐏚𐏛𐏜𐏝𐏞𐏟𐏠𐏡𐏢𐏣𐏤𐏥𐏦𐏧𐏨𐏩𐏪𐏫𐏬𐏭𐏮𐏯𐏰𐏱𐏲𐏳𐏴𐏵𐏶𐏷𐏸𐏹𐏺𐏻𐏼𐏽𐏾𐏿𐐀𐐁𐐂𐐃𐐄𐐅𐐆𐐇𐐈𐐉𐐊𐐋𐐌𐐍𐐎𐐏𐐐𐐑𐐒𐐓𐐔𐐕𐐖𐐗𐐘𐐙𐐚𐐛𐐜𐐝𐐞𐐟𐐠𐐡𐐢𐐣𐐤𐐥𐐦𐐧𐐨𐐩𐐪𐐫𐐬𐐭𐐮𐐯𐐰𐐱𐐲𐐳𐐴𐐵𐐶𐐷𐐸𐐹𐐺𐐻𐐼𐐽𐐾𐐿𐑀𐑁𐑂𐑃𐑄𐑅𐑆𐑇𐑈𐑉𐑊𐑋𐑌𐑍𐑎𐑏𐑐𐑑𐑒𐑓𐑔𐑕𐑖𐑗𐑘𐑙𐑚𐑛𐑜𐑝𐑞𐑟𐑠𐑡𐑢𐑣𐑤𐑥𐑦𐑧𐑨𐑩𐑪𐑫𐑬𐑭𐑮𐑯𐑰𐑱𐑲𐑳𐑴𐑵𐑶𐑷𐑸𐑹𐑺𐑻𐑼𐑽𐑾𐑿𐒀𐒁𐒂𐒃𐒄𐒅𐒆𐒇𐒈𐒉𐒊𐒋𐒌𐒍𐒎𐒏𐒐𐒑𐒒𐒓𐒔𐒕𐒖𐒗𐒘𐒙𐒚𐒛𐒜𐒝𐒞𐒟𐒠𐒡𐒢𐒣𐒤𐒥𐒦𐒧𐒨𐒩𐒪𐒫𐒬𐒭𐒮𐒯𐒰𐒱𐒲𐒳𐒴𐒵𐒶𐒷𐒸𐒹𐒺𐒻𐒼𐒽𐒾𐒿𐓀𐓁𐓂𐓃𐓄𐓅𐓆𐓇𐓈𐓉𐓊𐓋𐓌𐓍𐓎𐓏𐓐𐓑𐓒𐓓𐓔𐓕𐓖𐓗𐓘𐓙𐓚𐓛𐓜𐓝𐓞𐓟𐓠𐓡𐓢𐓣𐓤𐓥𐓦𐓧𐓨𐓩𐓪𐓫𐓬𐓭𐓮𐓯𐓰𐓱𐓲𐓳𐓴𐓵𐓶𐓷𐓸𐓹𐓺𐓻𐓼𐓽𐓾𐓿𐔀𐔁𐔂𐔃𐔄𐔅𐔆𐔇𐔈𐔉𐔊𐔋𐔌𐔍𐔎𐔏𐔐𐔑𐔒𐔓𐔔𐔕𐔖𐔗𐔘𐔙𐔚𐔛𐔜𐔝𐔞𐔟𐔠𐔡𐔢𐔣𐔤𐔥𐔦𐔧𐔨𐔩𐔪𐔫𐔬𐔭𐔮𐔯𐔰𐔱𐔲𐔳𐔴𐔵𐔶𐔷𐔸𐔹𐔺𐔻𐔼𐔽𐔾𐔿𐕀𐕁𐕂𐕃𐕄𐕅𐕆𐕇𐕈𐕉𐕊𐕋𐕌𐕍𐕎𐕏𐕐𐕑𐕒𐕓𐕔𐕕𐕖𐕗𐕘𐕙𐕚𐕛𐕜𐕝𐕞𐕟𐕠𐕡𐕢𐕣𐕤𐕥𐕦𐕧𐕨𐕩𐕪𐕫𐕬𐕭𐕮𐕯𐕰𐕱𐕲𐕳𐕴𐕵𐕶𐕷𐕸𐕹𐕺𐕻𐕼𐕽𐕾𐕿𐖀𐖁𐖂𐖃𐖄𐖅𐖆𐖇𐖈𐖉𐖊𐖋𐖌𐖍𐖎𐖏𐖐𐖑𐖒𐖓𐖔𐖕𐖖𐖗𐖘𐖙𐖚𐖛𐖜𐖝𐖞𐖟𐖠𐖡𐖢𐖣𐖤𐖥𐖦𐖧𐖨𐖩𐖪𐖫𐖬𐖭𐖮𐖯𐖰𐖱𐖲𐖳𐖴𐖵𐖶𐖷𐖸𐖹𐖺𐖻𐖼𐖽𐖾𐖿𐗀𐗁𐗂𐗃𐗄𐗅𐗆𐗇𐗈𐗉𐗊𐗋𐗌𐗍𐗎𐗏𐗐𐗑𐗒𐗓𐗔𐗕𐗖𐗗𐗘𐗙𐗚𐗛𐗜𐗝𐗞𐗟𐗠𐗡𐗢𐗣𐗤𐗥𐗦𐗧𐗨𐗩𐗪𐗫𐗬𐗭𐗮𐗯𐗰𐗱𐗲𐗳𐗴𐗵𐗶𐗷𐗸𐗹𐗺𐗻𐗼𐗽𐗾𐗿𐘀𐘁𐘂𐘃𐘄𐘅𐘆𐘇𐘈𐘉𐘊𐘋𐘌𐘍𐘎𐘏𐘐𐘑𐘒𐘓𐘔𐘕𐘖𐘗𐘘𐘙𐘚𐘛𐘜𐘝𐘞𐘟𐘠𐘡𐘢𐘣𐘤𐘥𐘦𐘧𐘨𐘩𐘪𐘫𐘬𐘭𐘮𐘯𐘰𐘱𐘲𐘳𐘴𐘵𐘶𐘷𐘸𐘹𐘺𐘻𐘼𐘽𐘾𐘿𐙀𐙁𐙂𐙃𐙄𐙅𐙆𐙇𐙈𐙉𐙊𐙋𐙌𐙍𐙎𐙏𐙐𐙑𐙒𐙓𐙔𐙕𐙖𐙗𐙘𐙙𐙚𐙛𐙜𐙝𐙞𐙟𐙠𐙡𐙢𐙣𐙤𐙥𐙦𐙧𐙨𐙩𐙪𐙫𐙬𐙭𐙮𐙯𐙰𐙱𐙲𐙳𐙴𐙵𐙶𐙷𐙸𐙹𐙺𐙻𐙼𐙽𐙾𐙿𐚀𐚁𐚂𐚃𐚄𐚅𐚆𐚇𐚈𐚉𐚊𐚋𐚌𐚍𐚎𐚏𐚐𐚑𐚒𐚓𐚔𐚕𐚖𐚗𐚘𐚙𐚚𐚛𐚜𐚝𐚞𐚟𐚠𐚡𐚢𐚣𐚤𐚥𐚦𐚧𐚨𐚩𐚪𐚫𐚬𐚭𐚮𐚯𐚰𐚱𐚲𐚳𐚴𐚵𐚶𐚷𐚸𐚹𐚺𐚻𐚼𐚽𐚾𐚿𐛀𐛁𐛂𐛃𐛄𐛅𐛆𐛇𐛈𐛉𐛊𐛋𐛌𐛍𐛎𐛏𐛐𐛑𐛒𐛓𐛔𐛕𐛖𐛗𐛘𐛙𐛚𐛛𐛜𐛝𐛞𐛟𐛠𐛡𐛢𐛣𐛤𐛥𐛦𐛧𐛨𐛩𐛪𐛫𐛬𐛭𐛮𐛯𐛰𐛱𐛲𐛳𐛴𐛵𐛶𐛷𐛸𐛹𐛺𐛻𐛼𐛽𐛾𐛿𐜀𐜁𐜂𐜃𐜄𐜅𐜆𐜇𐜈𐜉𐜊𐜋𐜌𐜍𐜎𐜏𐜐𐜑𐜒𐜓𐜔𐜕𐜖𐜗𐜘𐜙𐜚𐜛𐜜𐜝𐜞𐜟𐜠𐜡𐜢𐜣𐜤𐜥𐜦𐜧𐜨𐜩𐜪𐜫𐜬𐜭𐜮𐜯𐜰𐜱𐜲𐜳𐜴𐜵𐜶𐜷𐜸𐜹𐜺𐜻𐜼𐜽𐜾𐜿𐝀𐝁𐝂𐝃𐝄𐝅𐝆𐝇𐝈𐝉𐝊𐝋𐝌𐝍𐝎𐝏𐝐𐝑𐝒𐝓𐝔𐝕𐝖𐝗𐝘𐝙𐝚𐝛𐝜𐝝𐝞𐝟𐝠𐝡𐝢𐝣𐝤𐝥𐝦𐝧𐝨𐝩𐝪𐝫𐝬𐝭𐝮𐝯𐝰𐝱𐝲𐝳𐝴𐝵𐝶𐝷𐝸𐝹𐝺𐝻𐝼𐝽𐝾𐝿𐞀𐞁𐞂𐞃𐞄𐞅𐞆𐞇𐞈𐞉𐞊𐞋𐞌𐞍𐞎𐞏𐞐𐞑𐞒𐞓𐞔𐞕𐞖𐞗𐞘𐞙𐞚𐞛𐞜𐞝𐞞𐞟𐞠𐞡𐞢𐞣𐞤𐞥𐞦𐞧𐞨𐞩𐞪𐞫𐞬𐞭𐞮𐞯𐞰𐞱𐞲𐞳𐞴𐞵𐞶𐞷𐞸𐞹𐞺𐞻𐞼𐞽𐞾𐞿𐟀𐟁𐟂𐟃𐟄𐟅𐟆𐟇𐟈𐟉𐟊𐟋𐟌𐟍𐟎𐟏𐟐𐟑𐟒𐟓𐟔𐟕𐟖𐟗𐟘𐟙𐟚𐟛𐟜𐟝𐟞𐟟𐟠𐟡𐟢𐟣𐟤𐟥𐟦𐟧𐟨𐟩𐟪𐟫𐟬𐟭𐟮𐟯𐟰𐟱𐟲𐟳𐟴𐟵𐟶𐟷𐟸𐟹𐟺𐟻𐟼𐟽𐟾𐟿𐠀𐠁𐠂𐠃𐠄𐠅𐠆𐠇𐠈𐠉𐠊𐠋𐠌𐠍𐠎𐠏𐠐𐠑𐠒𐠓𐠔𐠕𐠖𐠗𐠘𐠙𐠚𐠛𐠜𐠝𐠞𐠟𐠠𐠡𐠢𐠣𐠤𐠥𐠦𐠧𐠨𐠩𐠪𐠫𐠬𐠭𐠮𐠯𐠰𐠱𐠲𐠳𐠴𐠵𐠶𐠷𐠸𐠹𐠺𐠻𐠼𐠽𐠾𐠿𐡀𐡁𐡂𐡃𐡄𐡅𐡆𐡇𐡈𐡉𐡊𐡋𐡌𐡍𐡎𐡏𐡐𐡑𐡒𐡓𐡔𐡕𐡖𐡗𐡘𐡙𐡚𐡛𐡜𐡝𐡞𐡟𐡠𐡡𐡢𐡣𐡤𐡥𐡦𐡧𐡨𐡩𐡪𐡫𐡬𐡭𐡮𐡯𐡰𐡱𐡲𐡳𐡴𐡵𐡶𐡷𐡸𐡹𐡺𐡻𐡼𐡽𐡾𐡿𐢀𐢁𐢂𐢃𐢄𐢅𐢆𐢇𐢈𐢉𐢊𐢋𐢌𐢍𐢎𐢏𐢐𐢑𐢒𐢓𐢔𐢕𐢖𐢗𐢘𐢙𐢚𐢛𐢜𐢝𐢞𐢟𐢠𐢡𐢢𐢣𐢤𐢥𐢦𐢧𐢨𐢩𐢪𐢫𐢬𐢭𐢮𐢯𐢰𐢱𐢲𐢳𐢴𐢵𐢶𐢷𐢸𐢹𐢺𐢻𐢼𐢽𐢾𐢿𐣀𐣁𐣂𐣃𐣄𐣅𐣆𐣇𐣈𐣉𐣊𐣋𐣌𐣍𐣎𐣏𐣐𐣑𐣒𐣓𐣔𐣕𐣖𐣗𐣘𐣙𐣚𐣛𐣜𐣝𐣞𐣟𐣠𐣡𐣢𐣣𐣤𐣥𐣦𐣧𐣨𐣩𐣪𐣫𐣬𐣭𐣮𐣯𐣰𐣱𐣲𐣳𐣴𐣵𐣶𐣷𐣸𐣹𐣺𐣻𐣼𐣽𐣾𐣿𐤀𐤁𐤂𐤃𐤄𐤅𐤆𐤇𐤈𐤉𐤊𐤋𐤌𐤍𐤎𐤏𐤐𐤑𐤒𐤓𐤔𐤕𐤖𐤗𐤘𐤙𐤚𐤛𐤜𐤝𐤞𐤟𐤠𐤡𐤢𐤣𐤤𐤥𐤦𐤧𐤨𐤩𐤪𐤫𐤬𐤭𐤮𐤯𐤰𐤱𐤲𐤳𐤴𐤵𐤶𐤷𐤸𐤹𐤺𐤻𐤼𐤽𐤾𐤿𐥀𐥁𐥂𐥃𐥄𐥅𐥆𐥇𐥈𐥉𐥊𐥋𐥌𐥍𐥎𐥏𐥐𐥑𐥒𐥓𐥔𐥕𐥖𐥗𐥘𐥙𐥚𐥛𐥜𐥝𐥞𐥟𐥠𐥡𐥢𐥣𐥤𐥥𐥦𐥧𐥨𐥩𐥪𐥫𐥬𐥭𐥮𐥯𐥰𐥱𐥲𐥳𐥴𐥵𐥶𐥷𐥸𐥹𐥺𐥻𐥼𐥽𐥾𐥿𐦀𐦁𐦂𐦃𐦄𐦅𐦆𐦇𐦈𐦉𐦊𐦋𐦌𐦍𐦎𐦏𐦐𐦑𐦒𐦓𐦔𐦕𐦖𐦗𐦘𐦙𐦚𐦛𐦜𐦝𐦞𐦟𐦠𐦡𐦢𐦣𐦤𐦥𐦦𐦧𐦨𐦩𐦪𐦫𐦬𐦭𐦮𐦯𐦰𐦱𐦲𐦳𐦴𐦵𐦶𐦷𐦸𐦹𐦺𐦻𐦼𐦽𐦾𐦿𐧀𐧁𐧂𐧃𐧄𐧅𐧆𐧇𐧈𐧉𐧊𐧋𐧌𐧍𐧎𐧏𐧐𐧑𐧒𐧓𐧔𐧕𐧖𐧗𐧘𐧙𐧚𐧛𐧜𐧝𐧞𐧟𐧠𐧡𐧢𐧣𐧤𐧥𐧦𐧧𐧨𐧩𐧪𐧫𐧬𐧭𐧮𐧯𐧰𐧱𐧲𐧳𐧴𐧵𐧶𐧷𐧸𐧹𐧺𐧻𐧼𐧽𐧾𐧿𐨀𐨁𐨂𐨃𐨄𐨅𐨆𐨇𐨈𐨉𐨊𐨋𐨌𐨍𐨎𐨏𐨐𐨑𐨒𐨓𐨔𐨕𐨖𐨗𐨘𐨙𐨚𐨛𐨜𐨝𐨞𐨟𐨠𐨡𐨢𐨣𐨤𐨥𐨦𐨧𐨨𐨩𐨪𐨫𐨬𐨭𐨮𐨯𐨰𐨱𐨲𐨳𐨴𐨵𐨶𐨷𐨹𐨺𐨸𐨻𐨼𐨽𐨾𐨿𐩀𐩁𐩂𐩃𐩄𐩅𐩆𐩇𐩈𐩉𐩊𐩋𐩌𐩍𐩎𐩏𐩐𐩑𐩒𐩓𐩔𐩕𐩖𐩗𐩘𐩙𐩚𐩛𐩜𐩝𐩞𐩟𐩠𐩡𐩢𐩣𐩤𐩥𐩦𐩧𐩨𐩩𐩪𐩫𐩬𐩭𐩮𐩯𐩰𐩱𐩲𐩳𐩴𐩵𐩶𐩷𐩸𐩹𐩺𐩻𐩼𐩽𐩾𐩿𐪀𐪁𐪂𐪃𐪄𐪅𐪆𐪇𐪈𐪉𐪊𐪋𐪌𐪍𐪎𐪏𐪐𐪑𐪒𐪓𐪔𐪕𐪖𐪗𐪘𐪙𐪚𐪛𐪜𐪝𐪞𐪟𐪠𐪡𐪢𐪣𐪤𐪥𐪦𐪧𐪨𐪩𐪪𐪫𐪬𐪭𐪮𐪯𐪰𐪱𐪲𐪳𐪴𐪵𐪶𐪷𐪸𐪹𐪺𐪻𐪼𐪽𐪾𐪿𐫀𐫁𐫂𐫃𐫄𐫅𐫆𐫇𐫈𐫉𐫊𐫋𐫌𐫍𐫎𐫏𐫐𐫑𐫒𐫓𐫔𐫕𐫖𐫗𐫘𐫙𐫚𐫛𐫜𐫝𐫞𐫟𐫠𐫡𐫢𐫣𐫤𐫦𐫥𐫧𐫨𐫩𐫪𐫫𐫬𐫭𐫮𐫯𐫰𐫱𐫲𐫳𐫴𐫵𐫶𐫷𐫸𐫹𐫺𐫻𐫼𐫽𐫾𐫿𐬀𐬁𐬂𐬃𐬄𐬅𐬆𐬇𐬈𐬉𐬊𐬋𐬌𐬍𐬎𐬏𐬐𐬑𐬒𐬓𐬔𐬕𐬖𐬗𐬘𐬙𐬚𐬛𐬜𐬝𐬞𐬟𐬠𐬡𐬢𐬣𐬤𐬥𐬦𐬧𐬨𐬩𐬪𐬫𐬬𐬭𐬮𐬯𐬰𐬱𐬲𐬳𐬴𐬵𐬶𐬷𐬸𐬹𐬺𐬻𐬼𐬽𐬾𐬿𐭀𐭁𐭂𐭃𐭄𐭅𐭆𐭇𐭈𐭉𐭊𐭋𐭌𐭍𐭎𐭏𐭐𐭑𐭒𐭓𐭔𐭕𐭖𐭗𐭘𐭙𐭚𐭛𐭜𐭝𐭞𐭟𐭠𐭡𐭢𐭣𐭤𐭥𐭦𐭧𐭨𐭩𐭪𐭫𐭬𐭭𐭮𐭯𐭰𐭱𐭲𐭳𐭴𐭵𐭶𐭷𐭸𐭹𐭺𐭻𐭼𐭽𐭾𐭿𐮀𐮁𐮂𐮃𐮄𐮅𐮆𐮇𐮈𐮉𐮊𐮋𐮌𐮍𐮎𐮏𐮐𐮑𐮒𐮓𐮔𐮕𐮖𐮗𐮘𐮙𐮚𐮛𐮜𐮝𐮞𐮟𐮠𐮡𐮢𐮣𐮤𐮥𐮦𐮧𐮨𐮩𐮪𐮫𐮬𐮭𐮮𐮯𐮰𐮱𐮲𐮳𐮴𐮵𐮶𐮷𐮸𐮹𐮺𐮻𐮼𐮽𐮾𐮿𐯀𐯁𐯂𐯃𐯄𐯅𐯆𐯇𐯈𐯉𐯊𐯋𐯌𐯍𐯎𐯏𐯐𐯑𐯒𐯓𐯔𐯕𐯖𐯗𐯘𐯙𐯚𐯛𐯜𐯝𐯞𐯟𐯠𐯡𐯢𐯣𐯤𐯥𐯦𐯧𐯨𐯩𐯪𐯫𐯬𐯭𐯮𐯯𐯰𐯱𐯲𐯳𐯴𐯵𐯶𐯷𐯸𐯹𐯺𐯻𐯼𐯽𐯾𐯿𐰀𐰁𐰂𐰃𐰄𐰅𐰆𐰇𐰈𐰉𐰊𐰋𐰌𐰍𐰎𐰏𐰐𐰑𐰒𐰓𐰔𐰕𐰖𐰗𐰘𐰙𐰚𐰛𐰜𐰝𐰞𐰟𐰠𐰡𐰢𐰣𐰤𐰥𐰦𐰧𐰨𐰩𐰪𐰫𐰬𐰭𐰮𐰯𐰰𐰱𐰲𐰳𐰴𐰵𐰶𐰷𐰸𐰹𐰺𐰻𐰼𐰽𐰾𐰿𐱀𐱁𐱂𐱃𐱄𐱅𐱆𐱇𐱈𐱉𐱊𐱋𐱌𐱍𐱎𐱏𐱐𐱑𐱒𐱓𐱔𐱕𐱖𐱗𐱘𐱙𐱚𐱛𐱜𐱝𐱞𐱟𐱠𐱡𐱢𐱣𐱤𐱥𐱦𐱧𐱨𐱩𐱪𐱫𐱬𐱭𐱮𐱯𐱰𐱱𐱲𐱳𐱴𐱵𐱶𐱷𐱸𐱹𐱺𐱻𐱼𐱽𐱾𐱿𐲀𐲁𐲂𐲃𐲄𐲅𐲆𐲇𐲈𐲉𐲊𐲋𐲌𐲍𐲎𐲏𐲐𐲑𐲒𐲓𐲔𐲕𐲖𐲗𐲘𐲙𐲚𐲛𐲜𐲝𐲞𐲟𐲠𐲡𐲢𐲣𐲤𐲥𐲦𐲧𐲨𐲩𐲪𐲫𐲬𐲭𐲮𐲯𐲰𐲱𐲲𐲳𐲴𐲵𐲶𐲷𐲸𐲹𐲺𐲻𐲼𐲽𐲾𐲿𐳀𐳁𐳂𐳃𐳄𐳅𐳆𐳇𐳈𐳉𐳊𐳋𐳌𐳍𐳎𐳏𐳐𐳑𐳒𐳓𐳔𐳕𐳖𐳗𐳘𐳙𐳚𐳛𐳜𐳝𐳞𐳟𐳠𐳡𐳢𐳣𐳤𐳥𐳦𐳧𐳨𐳩𐳪𐳫𐳬𐳭𐳮𐳯𐳰𐳱𐳲𐳳𐳴𐳵𐳶𐳷𐳸𐳹𐳺𐳻𐳼𐳽𐳾𐳿𐴀𐴁𐴂𐴃𐴄𐴅𐴆𐴇𐴈𐴉𐴊𐴋𐴌𐴍𐴎𐴏

MYSTIC: Alchemist

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance
Additional Career Skills: Knowledge (Education), Knowledge (Xenology), Medicine, Resilience

ACTIVE

PASSIVE



FORCE TALENT

GRIT

Gain +1 strain threshold.

COST 5

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 5

RESEARCHER

Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 5

BLOODED

Add 1 per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded, to a minimum of 1.

COST 5

RESEARCHER

Remove 1 per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

STIM APPLICATION

Take the Stim Application Action; make an **Average (♦♦) Medicine check**. If successful, 1 engaged ally increases 1 characteristic by 1 for the remainder of the encounter and suffers 4 strain.

COST 10

ALCHEMICAL ARTS

After making a check to craft a potion or talisman, may suffer strain up to twice ranks in Alchemical Arts. For every two strain, add 1 or 2 to results.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

STIMPACK SPECIALIZATION

Stimpacks heal 1 additional wound per rank of Stimpack Specialization.

COST 15

BLOODED

Add 1 per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded, to a minimum of 1.

COST 15

IMPROVED BLOODED

As an action, make a **Hard (♦♦♦) Resilience check** to immediately recover from all poisons and side-effects of drugs. Reduce difficulty once per rank of Blooded.

COST 15

TRANSMOGRIFY

When making a crafting check, may add 1 no greater than Force rating. Spend 1 to add 1 and spend 2 to add 2 to check.

COST 15

IMPROVED STIM APPLICATION

When performing Stim Application Action, may increase difficulty of check to **Hard (♦♦♦)**, and target only suffers 1 strain.

COST 20

KNOWLEDGEABLE HEALING

When healing an ally, spend 1 Destiny Point to heal additional wounds equal to ranks in Knowledge (Xenology).

COST 20

GRIT

Gain +1 strain threshold.

COST 20

ALCHEMICAL ARTS

After making a check to craft a potion or talisman, may suffer strain up to twice ranks in Alchemical Arts. For every two strain, add 1 or 2 to results.

COST 20

FORCE RATING

Gain +1 Force rating.

COST 25

IDENTIFY INGREDIENTS

After being exposed to a substance, as an out of turn incidental, may roll 1 no greater than Force rating. Spend 1 to immediately identify its composition and effects.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

IMPROVISED CONCOCTION

Once per session, as an action, make a **Hard (♦♦♦) Knowledge (Xenology) check**, adding 1 no greater than Force rating to create 1 dose of a poison or drug with rarity of Intellect + 1 or lower.

COST 25

MAGUS

To hear of a Magus, even during the time of the Galactic Republic, would be a rare event; to meet one, even more so. The Jedi Order, in its waning days, had become quite conservative regarding explorations into the Force. The Jedi either avoided or outright fought the myriad of sects and cults exhibiting mystical powers throughout the galaxy. The Force, they reasoned, was all they needed. Other teachings and experiments deviated too much from the clear path of the Jedi and thus danced too close to illusion and self-deception, leading to temptations toward the dark side of the Force.



Paradoxically, a Force user may be more likely to become a Magus during the Galactic Civil War. With hope and the light in short supply, some disciples may be more open and willing to seek out so-called forbidden knowledge. A Magus develops and collects a hodgepodge of strange rituals and odd practices to commune with the Cosmic Force. They have no training, but at the same time, they have no teachings that would convince them not to try. The danger, of course, comes from a lack of oversight. Without a guiding hand or proper self-reflection, a Magus has a greater chance to experiment with powers fueled by the dark side of the Force.

FOLLOWING A DIFFERENT PATH

The Magus receives **Coercion**, **Discipline**, **Knowledge (Lore)**, and **Medicine** as additional career skills. When starting with this specialization, the Magus may choose two of these skills and gain one free rank in each.

Knowledge, especially forbidden knowledge, fuels the Magus. Unrestricted by the Jedi Order, defiant of the Galactic Empire, the Magus seeks a connection to the Force through knowledge. The source of that knowledge doesn't matter; rituals, objects and places of power, and ancient religious and magical texts all hint at a singular source of energy.

While some Magi crave knowledge for its own sake, most explore the Magus path in order to control the Force itself.

If the Force flows through everything and is a part of everything, then by manipulating the Force, the Magus can manipulate reality. The Force can be used to make matter, affect matter, affect life, and perhaps...even create life. With this power, the Magus can do amazing and impossible things. No, not impossible, for nothing is impossible if one believes in the Force.

This confidence, however, is the biggest trap for Magi. They can do impossible things, yes, but it is the Force that allows them to do so, not their knowledge or talent. Despite what they may think, Magi still have mortal trappings. They have histories, memories, early thoughts, and emotions that can never be truly removed. Hubris may be the greatest enemy for Magi. This hubris can trick Magi into thinking that pushing here or pulling there might be for the good of all, or for the good of the Force, but in reality, they are manipulating the Force for their own selfish needs. Many a Force-using tyrant became a Magus before falling to the dark side.

MYSTIC: Magus

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance

Additional Career Skills: Coercion, Discipline, Knowledge (Lore), Medicine

ACTIVE

PASSIVE



FORCE TALENT

HEALING TRANCE

Commit ○. For every full encounter ○ remains committed, heal 1 wound per rank of Healing Trance.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 5

RESOLVE

When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.

COST 5

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 10

HEALING TRANCE

Commit ○. For every full encounter ○ remains committed, heal 1 wound per rank of Healing Trance.

COST 10

CHANNEL AGONY

After rolling ○, may suffer wounds up to twice ranks in Channel Agony to add automatic ● for every two wounds suffered to the results.

COST 10

SECRET LORE

Remove ■ per rank of Secret Lore from all Knowledge (Lore) checks. Reduce the difficulty of all Knowledge (Lore) checks by 1.

COST 10

IMPROVED HEALING TRANCE

When healing wounds due to Healing Trance, make a Resilience check to heal a Critical Injury. Difficulty of the check equals severity of the Critical Injury.

COST 15

SECRET LORE

Remove ■ per rank of Secret Lore from all Knowledge (Lore) checks. Reduce the difficulty of all Knowledge (Lore) checks by 1.

COST 15

RESOLVE

When involuntarily suffering strain, suffer 1 less strain per rank of Resolve, to a minimum of 1.

COST 15

KNOWLEDGE IS POWER

Once per session, when making a check, count Force rating as being equal to ranks in Knowledge (Lore).

COST 15

CHANNEL AGONY

After rolling ○, may suffer wounds up to twice ranks in Channel Agony to add automatic ● for every two wounds suffered to the results.

COST 20

MIND OVER MATTER

The character may spend one Destiny Point to recover strain equal to Willpower rating.

COST 20

TOUGHENED

Gain +2 wound threshold.

COST 20

CHANNEL AGONY

After rolling ○, may suffer wounds up to twice ranks in Channel Agony to add automatic ● for every two wounds suffered to the results.

COST 20

POWER OF DARKNESS

Once per session, may perform the Power of Darkness maneuver. Increase wound threshold and strain threshold by 1 per Dark Side destiny point currently in the Destiny pool until the end of the encounter.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

TRANSMOGRIFY

When making a Crafting check, may add ○ no greater than Force rating. Spend ● to add ★ and spend ●● to add ☆ to check.

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

LUMINOUS BEINGS
UNLIMITED POWER

29

PROPHET

The Jedi Order's proselytizing ebbed and flowed, much as the Force did throughout the Old Republic. Understanding of the Force couldn't be pressured upon a student without causing resentment and anger, which promises a fall toward the dark side. So for Prophets, they proselytized not to convert, but to offer a voice of hope and an opportunity to learn about the power of the Force.

Now, with the Jedi Order destroyed and the Galactic Republic shattered, Prophets carry a fervor not seen before in the history of the galaxy. To them, their knowledge of the light side of the Force reflects the struggle against the dark. If the Galactic Empire is the shadow blotting out the stars, then Prophets are single points of light, hoping to ignite a candle here and there to light up the sky.



A CANTOR FOR A CHOIR

Prophets gain the following additional career skills: **Charm**, **Coercion**, **Deception**, and **Leadership**. Characters who start with this specialization first get one rank in two of these skills without spending experience.

Like Advisors, this specialization directly interacts with people, granting them insight and counsel when needed. Unlike Advisors, Prophets address the crowd, not the individual. Their message has to reach as many ears as possible, in the hope that their ideas or warnings catch fire. Prophets influence communities, cities, or even planets if given a medium and a message.

The medium comes in a variety of forms: a sermon on a soapbox or an altar, a HoloNet posting or recording, flyers or tracts passed from hand to claw, or even images on a poster, painting, or pirate transmission. It doesn't matter what medium, only the passion and truth of the message.

The message might be filtered through a religious lens, but not always. Prophets are keyed into the Cosmic Force more keenly, and images of the future provide wisdom, guidance, and, for followers, an identity.

Since Prophets are only mortal, they can only try to interpret with mortal concepts and metaphors. They then have to translate that message into simple language, further diluting the content. The next person's limited understanding then further alters that message. The real question is whether this constant alteration by verbal or visual transmission distorts the message or enhances it just as the Force intended.

Prophets who use their abilities for evil or selfish ends have an easier time now during the Galactic Civil War. Those suffering from the Empire's rule want a voice of hope to give them a reason to live on, and as long as the message doesn't violate Imperial restrictions on religion or political sedition, Prophets can enjoy a safe (and profitable) career. Even on planets free from the Empire, other sources of oppression (slavery, Hutt influence, corporate interests, and the like) may drive people to a religious charlatan, especially one who can produce miracles.

Even well-meaning Prophets should be wary, since it is much too easy for them to insert their own desires, needs, or fears into their visions, distorting them into their own ends, manipulating their followers into believing their own egos.

MYSTIC: Prophet

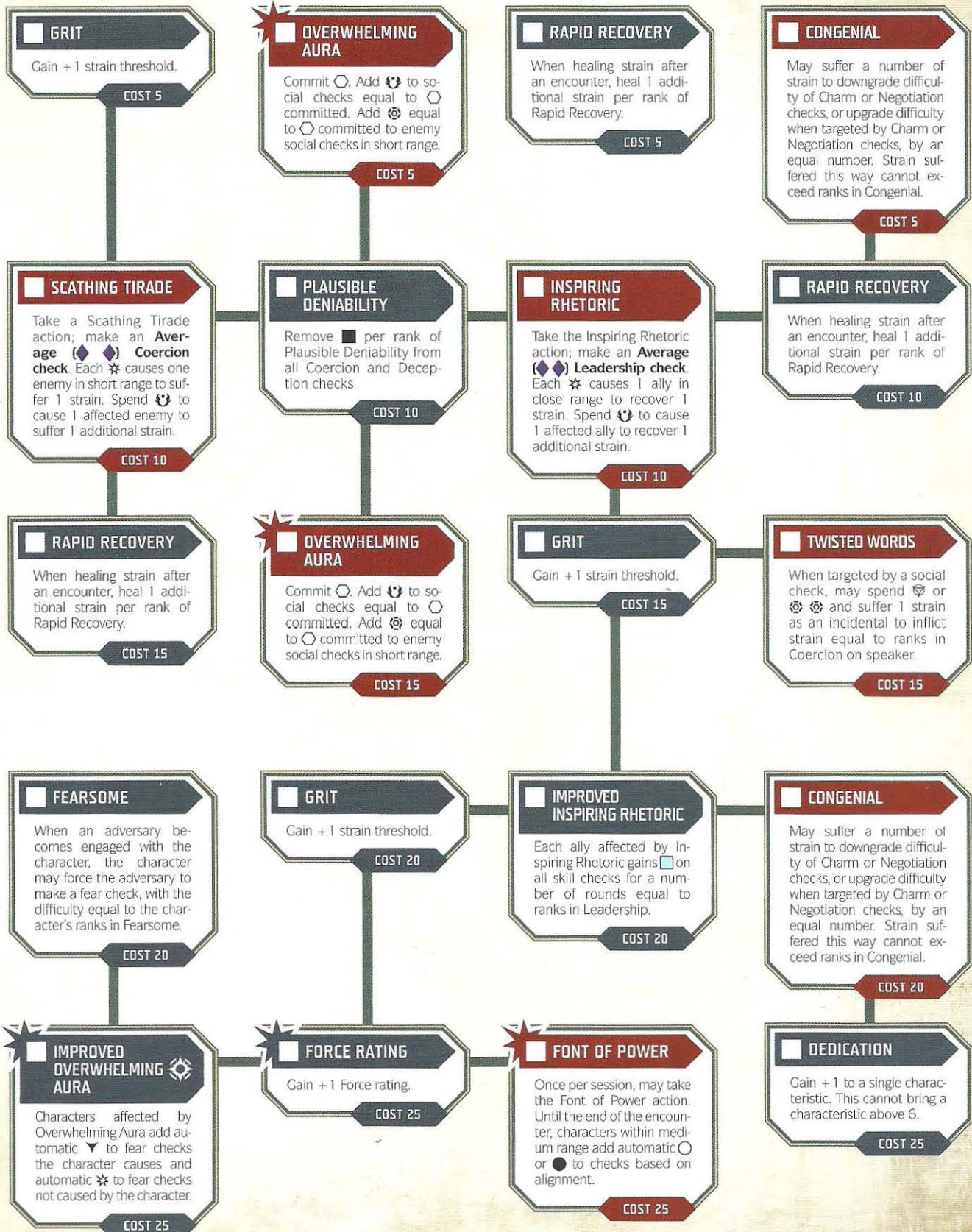
Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance
Additional Career Skills: Charm, Coercion, Deception, Leadership

ACTIVE

PASSIVE



FORCE TALENT



LUMINOUS BEINGS
UNLIMITED POWER

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NEW TALENTS

The following pages describe each new talent introduced in **UNLIMITED POWER**. Each entry includes the information required for gameplay. See page 135 of the **FORCE AND DESTINY** Core Rulebook for more information on talents.

ALCHEMICAL ARTS

Activation: Active (Incidental)

Ranked: Yes

Trees: Alchemist

Force talent. After making a crafting check to create a potion or talisman, the character may choose to suffer strain no greater than twice their ranks in Alchemical Arts. For every two strain, they may add ○ or ● to the results. If they choose to add ●, they also suffer 1 Conflict per ●.

BLOODED

Activation: Passive

Ranked: Yes

Trees: Alchemist

The character adds □ per rank of Blooded to their checks to resist or recover from the effects of poisons, venoms, and other toxins. Reduce the duration of any related ongoing effects or damage from toxins, venoms, or poisons by one round per rank of Blooded, to a minimum of one.

BLOODED (IMPROVED)

Activation: Active (Action)

Ranked: No

Trees: Alchemist

The character may take the Improved Blooded action, making a **Hard (◆◆◆) Resilience check**. If they succeed, they immediately recover from the effects of all poisons and the side effects or aftereffects of all drugs. Reduce the difficulty of the check once per rank of Blooded, to a minimum of **Simple (-)**.

CHANNEL AGONY

Activation: Active (Incidental)

Ranked: Yes

Trees: Magus

Force talent. After rolling ○, the character may choose to suffer wounds no greater than twice their ranks in Channel Agony. For every two wounds, they add ● to the results. A character who has purchased this talent automatically gains 1 Conflict per rank purchased at the beginning of a game session.

CONGENIAL

Activation: Active (Incidental)

Ranked: Yes

Trees: Prophet

When attempting a Charm or Negotiation check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to strain suffered. This number cannot exceed their ranks in Congenial. When the character is the target of a Charm or Negotiation check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to strain suffered. This number cannot exceed their ranks in Congenial.

FONT OF POWER

Activation: Active (Action)

Ranked: No

Trees: Prophet

Force talent. Once per game session, the character may perform the Font of Power action. For the remainder of the encounter, if the character is a light side Force user, whenever another Force user within medium range rolls ○, add automatic ○ to the results. If the character is a dark side Force user, whenever another Force user within medium range rolls ○, add automatic ● to the results.

IDENTIFY INGREDIENTS

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Alchemist

Force talent. After being exposed to any unknown substance, as an out of turn incidental, the character may roll ○ no greater than their Force rating. They may spend ●● to immediately identify the composition and any effects of the substance.

At the GM's discretion, this might provide □ to the character's later attempts to recreate this substance.

IMPROVED CONCOCTION

Activation: Active (Action)

Ranked: No

Trees: Alchemist

Force talent. Once per encounter, as an action, the character may make a **Hard (◆◆◆) Knowledge (Xenology) check**, adding ○ no greater than their Force rating. If the character succeeds, they create 1 dose of any potion, poison, or drug (such as the ones found on page 81 or page 181 of the **FORCE AND DESTINY** Core Rulebook) out of available materials. The rarity of this item must be lower than or equal to the character's Intellect + ☆ + ○ spent.

INSPIRING RHETORIC

Activation: Active (Action)

Ranked: No

Trees: Prophet

The character may take the Inspiring Rhetoric action, making an **Average (◆◆) Leadership check**. For each ☆, one ally within close range recovers one strain. For each ♡, one ally benefiting from Inspiring Rhetoric recovers one additional strain.

INSPIRING RHETORIC (IMPROVED)

Activation: Passive

Ranked: No

Trees: Prophet

Each ally affected by Inspiring Rhetoric gains □ on all skill checks for a number of rounds equal to this character's ranks in Leadership; this does not stack with itself.

MIND OVER MATTER

Activation: Active (Incidental)

Ranked: No

Trees: Magus

The character may spend one Destiny Point to recover strain equal to their Willpower rating.

OVERWHELMING AURA

Activation: Active (Maneuver)

Ranked: Yes

Trees: Prophet

Force talent. The character may take the Overwhelming Aura maneuver, suffering 1 strain and committing a number of ○ no greater than their Force rating or ranks of Overwhelming Aura. The character adds automatic ☹ equal to ○ committed to their social checks. Opponents within short range add automatic ☹ equal to ○ committed to their social checks.

OVERWHELMING AURA (IMPROVED)

Activation: Passive

Ranked: No

Trees: Prophet

Force talent. While Overwhelming Aura is active, characters affected by this character's Overwhelming Aura talent add automatic ▼ to fear checks the character causes and automatic ☆ to fear checks not caused by the character. A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

POWER OF DARKNESS

Activation: Active (Maneuver)

Ranked: No

Trees: Magus

Force talent. Once per session, the character may perform the Power of Darkness maneuver. If they do so, they increase their wound threshold and strain threshold by 1 per Dark Side Destiny point currently in the Destiny pool until the end of the encounter. A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

RESOLVE

Activation: Passive

Ranked: Yes

Trees: Magus

When the character suffers strain, they suffer one less strain per rank of Resolve, to a minimum of one. This does not apply to voluntary strain loss.

SCATHING TIRADE

Activation: Active (Action)

Ranked: No

Trees: Prophet

The character may take the Scathing Tirade action by making an **Average (◆◆) Coercion check**. For each ☆, one enemy within short range suffers one strain. The character can also spend ☹; for every ☹ spent, one target already affected suffers 1 additional strain.

SECRET LORE

Activation: Passive

Ranked: Yes

Trees: Magus

The character removes ■ per rank of Secret Lore from their Knowledge (Lore) checks. The character reduces the difficulty of all Knowledge (Lore) checks they make by 1 (this does not increase with additional ranks of Secret Lore).

STIM APPLICATION

Activation: Active (Action)

Ranked: No

Trees: Alchemist

The character may take the Stim Application action. To perform this action, they must have access to drugs, a med-pac, or stimpacks. They make an **Average (◆◆) Medicine check**. If successful, one ally they are engaged with (including themselves) increases one characteristic of the character's choice by one for the remainder of the encounter and suffers four strain. A single character's individual characteristics may each only be increased once by Stim Application during an encounter.

STIM APPLICATION (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Alchemist

As an incidental, when performing the Stim Application action, the character may increase the difficulty of the Medicine check to **Hard (◆◆◆)**. If they do so, the target of the action suffers one strain instead of four.

TRANSMOGRIFY

Activation: Active (Incidental)

Ranked: No

Trees: Alchemist, Magus

Force talent. When making a crafting check, the character may add ○ no greater than Force rating to the check. The character may spend ● to add ☆ to the result, and may spend ○● to add ☹ to the result.

TWISTED WORDS

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Prophet

When the character is targeted by a social check, the character may spend ☹ or ☹☹ and suffer 1 strain as an incidental to inflict a number of strain equal to their ranks in Coercion on the character who made the check.

MYSTIC MOTIVATIONS

Motivation might not have a definitive mechanical impact on a character during most game sessions. However, because it is more focused on the narrative elements of a story, Motivation serves as a crucial choice for defining a character and their actions. A Mystic's Motivation should connect to the Mystic's past and future, and should even touch on a Mystic's Force traditions and their approach to how they view and how they use the Force. Well-developed characters with distinct Motivations are usually more fun to roleplay than aimless ones, because such characters have a reason to act on their own initiative and not just in response to the stimulus of the plot. Establishing these kinds of details helps the player tell a better story involving the character.

TABLE 1-2: RANDOM MYSTIC MOTIVATIONS

d10	Result
1-2	Ambition
3-4	Cause
5-6	Faith
7-9	Mysteries
10	Roll once on each of any two categories



At the same time, when a PC has an interesting Motivation, it helps the GM create scenarios and challenges that prompt the character to react, develop, and reveal otherwise unseen nuances. For example, a character who wants to unlock the mysteries of life itself may be tempted to rescue a wise sage from an Imperial labor camp so that the character can gain a measure of their wisdom for themselves.

MYSTICS AND MYSTERIES

The **FORCE AND DESTINY** Core Rulebook presents three primary categories of Motivation—Ambition, Cause, and Faith—each of which contains numerous examples. In addition to these, Unlimited Power offers an entirely new selection of Motivations created with Mystics in mind, under a new category: Mysteries. Naturally, characters of other careers are also welcome to choose a Mystery if there is one they are particularly devoted to pursuing.

Any being can be motivated by their ambition or a cause, but a Mystic tends to be deeply interested in the most fundamental mysteries of their universe. They want to understand their world on a profound, even instinctual level, and often eschew worldly things for such knowledge. Sometimes they seek the answers to these mysteries for personal growth and enlightenment. Sometimes they seek them for power. And sometimes, as they seek one, they find the other as well.

Players can choose the Motivations that fit their characters during character creation, or they can roll randomly. To choose randomly from the expanded list, a player first rolls on **Table 1-2: Random Mystic Motivations** instead of using the corresponding **Table 2-3: Random Motivation** from the **FORCE AND DESTINY** Core Rulebook, on page 85. A player who rolls Mysteries then rolls again on **Table 1-3: Specific Mysteries** to determine which Mystery to use as the character's Motivation. Otherwise, the player should consult the appropriate table in the **FORCE AND DESTINY** Core Rulebook for the category rolled.

TABLE 1-3: SPECIFIC MYSTERIES

d100	Result
01–10	Death: What happens to beings when they die? Is death a necessary part of existence, or is something to be fought against at every opportunity? Can someone cheat death and, if so, what is the cost? These are the questions that drive the character.
11–20	The Force: What is the Force? How and why does it exist, and does it have a will of its own? Does the Force determine one's actions, or obey one's commands? Or is it both, and if that is true, how is that possible? Many ancient Jedi meditated on the mysteries of the Force, though to solve them all is likely impossible.
21–30	Destiny and Fate: The character wants to know if destiny truly exists. Do all beings have a fate set down for them at the moment of their creation? Can one thwart their fate, or is it an exercise in futility? And if one fulfills their destiny, what then? Above all, the character wants to know what their own destiny is, and must decide whether to fulfill or avoid it.
31–40	Happiness: What is happiness? What does it mean to be satisfied and happy with one's life, and is it fair to obtain happiness while it is denied to others? The character strives to understand the true nature of happiness, and hopes that by unlocking this mystery, they may find happiness for themselves as well.
41–50	Balance: Does the universe require balance? For every good thing in the galaxy, must there be a bad thing as well? Can the light ever win out over the darkness, or must they always be locked in eternal struggle? The character strives to discover these mysteries, and may see themselves as duty-bound to bring balance to the galaxy, for good or for ill.
51–60	Suffering: Why is there suffering in the galaxy? If the Force exists, created by life, why does it allow beings on countless worlds to spend lives in agony and pain? In fact, how could any benevolent higher power allow suffering to exist? By understanding the nature of suffering, the character hopes to unlock its role in existence, and gain some insight into why some people must bear burdens of pain and unhappiness.
61–70	The Jedi: The Jedi existed for thousands of years before being wiped out by the Sith and Darth Sidious. In that time, they grew and changed in many ways, until their origins were a mystery even to themselves. The character hopes that by uncovering the mysteries of the Jedi, they might finally understand the role this order played in the galaxy.
71–80	Other Force Traditions: The Jedi are not the only practitioners to try and understand, and even use, the Force. There have been many Force-using traditions throughout the galaxy, some of which still exist today. The character wishes to understand these other traditions. Perhaps they know some fundamental truth of the Force that the Jedi, or the Sith, never truly understood.
81–90	The Dark Side of the Force: What is the nature of evil? The character seeks to truly understand the Force's dark side and, in doing so, hopes to gain some insight into what it means to be evil. The character may plot to use this knowledge to further their own sinister aims, or hope to use this knowledge to combat the darkness. However, there is always the risk that by trying to understand evil, it may corrupt the character in some way.
91–100	Life: Is life simply a biological and chemical creation? Or is it something more? Force users have an understanding that the Force is linked to life, and life to the Force. However, what it means to be a living being is still largely not understood. They also grapple with the question, is life something sacred that must be protected? Or does life have no meaning without death, and thus death is something to be welcomed just as assuredly as one welcomes life?

SIGNATURE ABILITIES

In addition to the specializations available within a given career, a character also has access to that career's signature abilities. These abilities are special, elite talents for only experienced characters of the specified career. They are feats only possible through skill and ability gained over a long and successful career.

SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

To acquire a signature ability, a character must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost of each upgrade is listed in its box.

UPGRADES

After purchasing the basic form of a signature ability, a character can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

Before purchasing a signature ability or any of its upgrades, a character must "attach" that ability to the bottom of one of their current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can only acquire a signature ability from their career and can only attach that ability to in-career talent trees.

To attach a signature ability to a talent tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

The Mystic career has access to two signature abilities: Prophecy and Unmatched Destiny.

SIGNATURE ABILITY: PROPHECY

The future is always in motion, and trying to predict it through the Force is a tricky and even dangerous endeavor. Even if one can sift through the shifting strands of fate and pick out the future most likely to occur, trying to bring about or stop that future may cause one to take actions that end up having the opposite effect. Nevertheless, many Force users delve into the dangerous art of prophecy, because if they succeed, the rewards can be great beyond measure.

BASE ABILITY

Once per game session, the character may spend 1 Destiny Point and make a **Hard** (◆◆◆) **Vigilance check** to utter a prophecy. If they succeed on the check, they correctly foretell a single event that focuses around themselves. They must describe the event in a brief summary. The GM can rule if the description is too involved; for example "I see myself sitting down at a table, and receiving a great fortune" is an acceptable prophecy, while "I see myself sitting down at the sabacc table in the Misty Rancor Cantina and winning 1.2 million credits" is not.

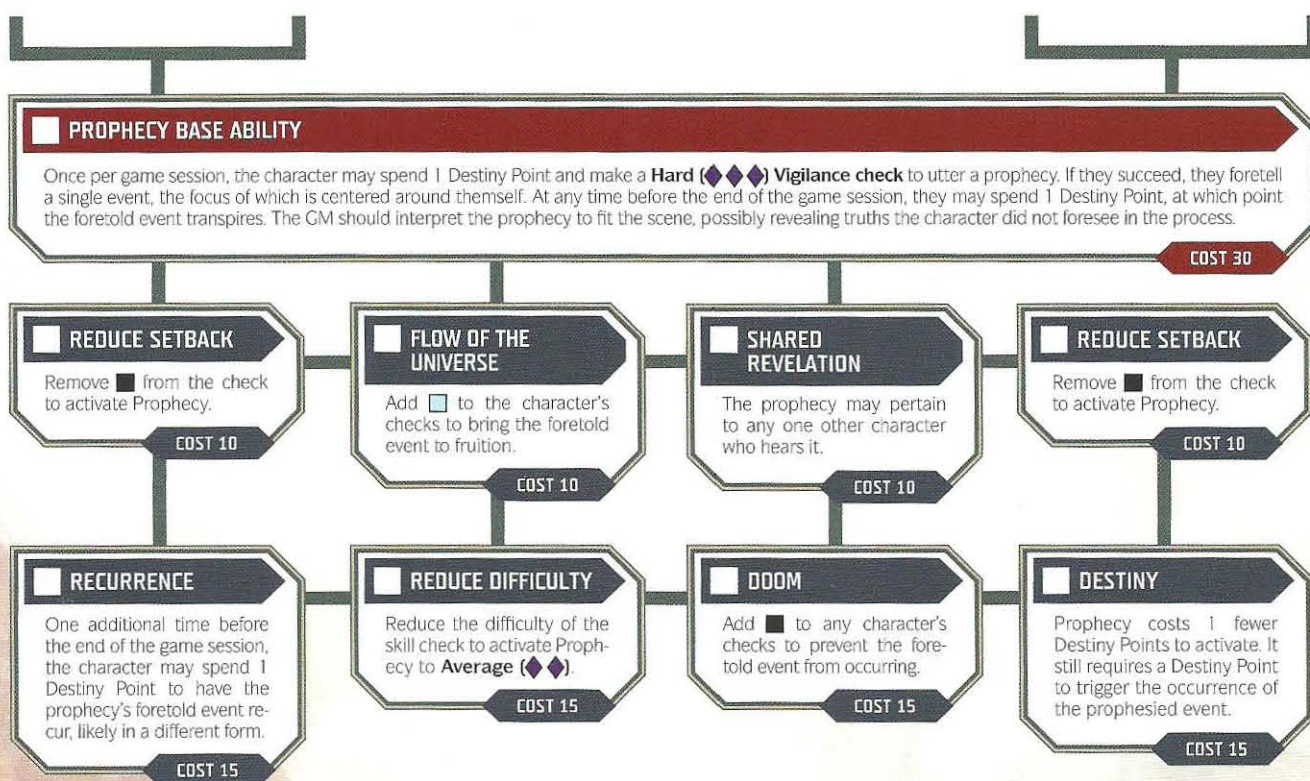
At any time before the end of the current game session, they may spend 1 additional Destiny Point, at which point the foretold event transpires. The GM should interpret the prophecy to fit the scene, and possibly reveal an interpretation of the prophecy that the character did not expect. The GM can, however, decide that the prophecy cannot come to pass at that time (generally because it does not fit the GM's planned narrative). In this case, the foretold event does not transpire, but the GM must flip all dark side Destiny Points to light side Destiny Points. After all, the future is always in motion.

UPGRADES

Prophecy has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Prophecy's tree multiple times have their effects stack.

Destiny Upgrade: To activate Prophecy, the character does not have to spend a Destiny Point. They still must spend 1 Destiny Point to trigger the occurrence of the prophesied event.

Mystic Signature Ability Tree: Prophecy



Doom Upgrade: Add ■ to any checks a character makes to prevent the foretold event from occurring.

Flow of the Universe Upgrade: The character adds □ to checks they make to attempt to bring the foretold event to fruition.

Recurrence Upgrade: One additional time before the end of the game session, the character may spend 1 Destiny Point to have the prophecy's foretold event recur, likely in a different form.

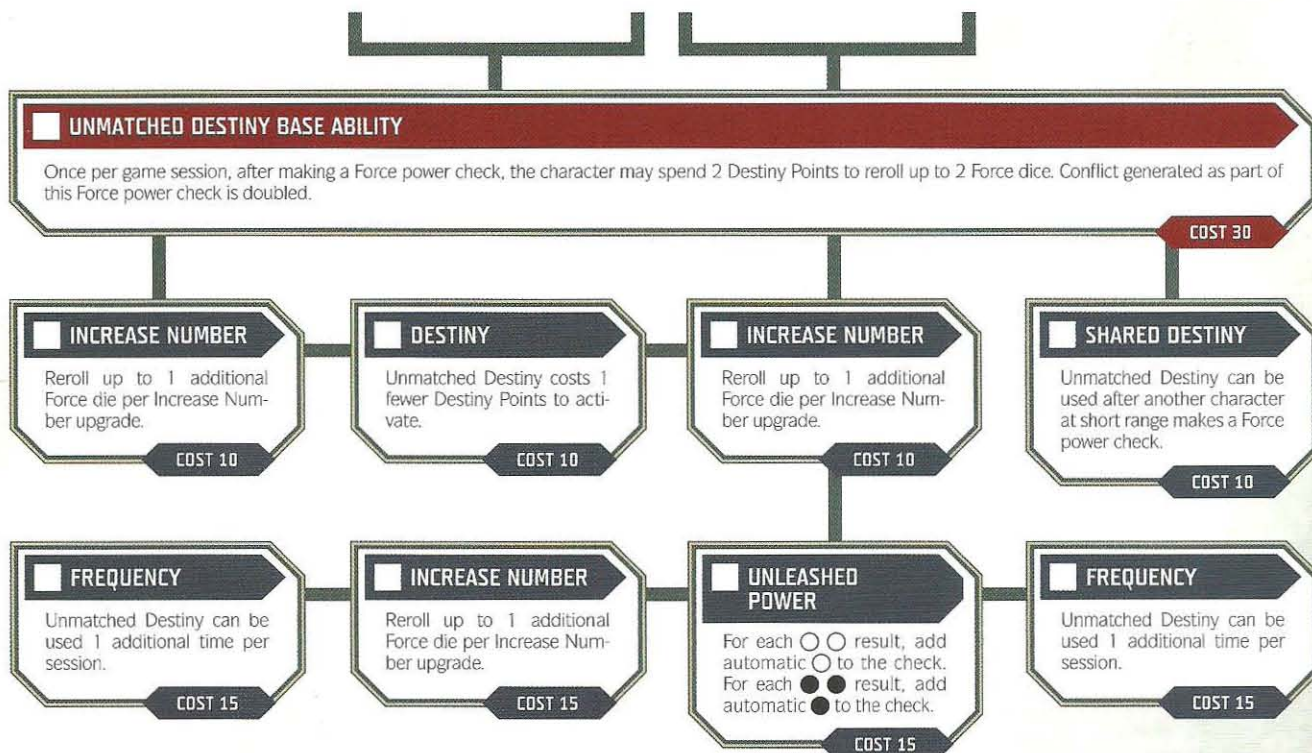
Reduce Difficulty Upgrade: Reduce the difficulty of the skill check to activate Prophecy to **Average (◆◆)**.

Reduce Setback Upgrade: The character removes ■ from the check to activate Prophecy.

Shared Revelation Upgrade: The prophecy may pertain to any one other character who hears it, instead of the character making the prophecy.



Mystic Signature Ability Tree: Unmatched Destiny



SIGNATURE ABILITY: UNMATCHED DESTINY

The most powerful Mystics have an unmatched mastery of the Force. Their connection is so deep and so instinctive that they can call upon it at will. However, this powerful connection has a cost, and these Mystics risk opening themselves to the dark side of the Force.

BASE ABILITY

Once per game session, after making a Force power check, the character may spend 2 Destiny Points to reroll up to 2 Force dice. If the character gains Conflict as a result of the check, the Conflict they gain is doubled.

UPGRADES

Unmatched Destiny has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Destiny's tree multiple times have their effects stack.

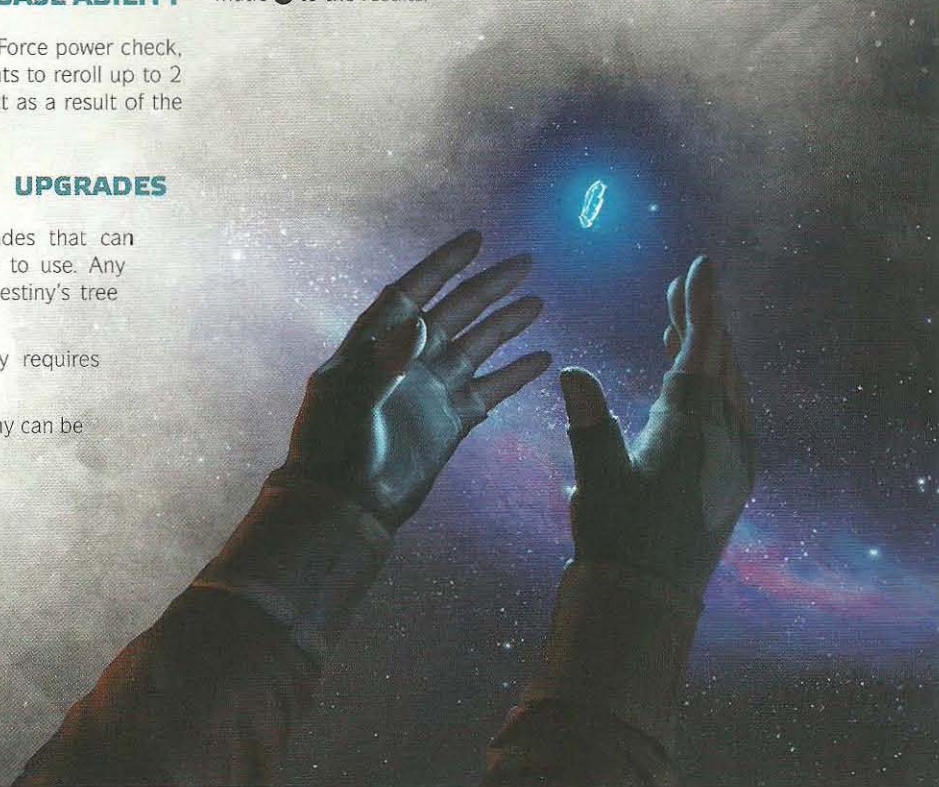
Destiny Upgrade: Unmatched Destiny requires one fewer Destiny Points to activate.

Frequency Upgrade: Unmatched Destiny can be used one additional time per session.

Increase Number Upgrade: Reroll up to one additional Force die per Increase Number upgrade.

Shared Destiny Upgrade: Unmatched Destiny can be used after another character at short range makes a Force power check to allow them to reroll a number of their Force dice up to the number that the character would be allowed to reroll.

Unleashed Power: For each ○○ generated on the Force power check, add one automatic ○ to the results. For each ●● generated on the Force power check, add one automatic ● to the results.



FORCE POWER: CONJURE

Some of the more esoteric uses of the Force can seem like magic to the ignorant and uninformed. While most Force users can move objects with their mind and sense what's going on around them with otherworldly perception, some Force-sensitives can do far stranger and more wondrous things. These individuals often learn the ways of the Force as a part of one of the many minor Force traditions scattered around the galaxy. Organizations such as the now-destroyed Nightsisters of Dathomir or the secretive Dagoyan Order teach ways to use the Force that would seem strange to most of the ancient Jedi, or those who now struggle to inherit their mantle.

The Nightsisters were known to be able to use the Force to summon a glowing green ichor known as the "Water of Life." With this, they could form tools, weapons, and even facsimiles of living creatures. While this power could not create complicated technological implements such as a blaster or a speeder bike, the most powerful Nightsisters were said to have been able to conjure blades that could withstand

a Jedi's lightsaber, and even imbue the bodies of the dead with a ghastly parody of life.

BASIC POWER

The basic power for Conjure allows the user to create an approximation of a close-combat weapon or other small object using the Force, which lasts for a short time before ceasing to exist. The power has one basic effect.

- The Force user may spend 1 to create a facsimile of a Brawl or Melee weapon with the following profile: (Brawl or Melee; Damage +3; Critical 3; Range [Engaged]; Cor-tosis). This item appears anywhere within short range of the user. The item functions as normal, but at the end of the user's next turn, the item dissipates. If the item is moved beyond short range from the Force user, it also immediately dissipates. At the GM's discretion, the user can also conjure a simple tool or other useful low-tech item that has an encumbrance of no greater than one this way. The user may not activate this multiple times.



Force Power Tree: Conjure

Prerequisites: Force Rating 1 +

FORCE ABILITY

CONJURE BASIC POWER

The Force user calls forth a spectral object to their hand, which lasts for a short time.

The user may spend 1 to create a facsimile of a Brawl or Melee weapon anywhere within engaged range. At the end of the user's next turn, this item dissipates. At the GM's discretion, the user can instead conjure a simple tool and other useful low-tech item with an encumbrance no greater than 1.

COST 20

DURATION

Commit 1 to sustain 1 conjuration per Duration upgrade purchased while it remains at medium range.

COST 15

NUMBER

Spend 2 to create additional, identical conjurations equal to ranks in Number upgrade purchased.

COST 10

MAGNITUDE

Spend 1 to increase the maximum encumbrance of the facsimile that can be conjured by 2 per Magnitude upgrade purchased.

COST 10

MAGNITUDE

Spend 1 to increase the maximum encumbrance of the item that can be conjured by 2 per Magnitude upgrade purchased.

COST 20

CONTROL

Spend 1 to add 1 of the following weapon qualities to the conjuration: Defensive 1, Deflection 1, Stun 4.

COST 10

DURATION

Commit 1 to sustain 1 conjuration per Duration upgrade purchased while it remains at short range.

COST 15

NUMBER

Spend 2 to create additional, identical conjurations equal to ranks in Number upgrade purchased.

COST 10

CONTROL

Spend 1 to add 1 of the following weapon qualities to the conjuration: Burn 3, Pierce 3, Vicious 3.

COST 15

RANGE

Spend 1 to increase the range at which the facsimile can be conjured and sustained by 1 (to a maximum of extreme).

COST 20

DURATION

Commit 1 to sustain 1 conjuration per Duration upgrade purchased while it remains at short range.

COST 15

MASTERY

Spend 3 to summon the facsimile of a creature of silhouette 1 or smaller instead of an object. This creature is bound to the user's will, and mindlessly follows that character's commands until the end of the Force user's next turn. If the user has the corpse of the creature being conjured to imbue with false life, this facsimile lasts until the end of the encounter instead, but the user gains 7 conflict for doing so.

COST 20

UPGRADES

Control Upgrade: The Force user gains the ability to imbue a created weapon with certain defensive qualities, which might manifest around the item as a blurred protective aura, a form that twists and shifts to protect the wielder, or a halo of crackling energy. Spend 1 to grant one conjured weapon one of the following qualities: Defensive 1, Deflection 1, or Stun 4. The user can activate this multiple times, granting the weapon an additional quality each time (but may not grant the same quality more than once).

Control Upgrade: The Force user gains the ability to imbue a created weapon with certain offensive qualities that might manifest as a palpable darkness around the item, a keening wail whenever the weapon is swung, or ethereal green flames. Spend 1 to grant one conjured weapon one of the following qualities: Burn 3, Pierce 3, or Vicious 3. The user can activate this multiple times, granting the weapon an additional quality each time (but may not grant the same quality more than once).

Duration Upgrade: The power gains the ongoing effect: Commit 1 after successfully activating this power. One conjured facsimile per Duration upgrade purchased remains in existence as long as it stays within short range of the user. If the facsimile moves beyond short range of the user, it ceases to exist.

Magnitude Upgrade: Spend 1 to increase the maximum encumbrance of the facsimile by an amount equal to twice the number of Magnitude upgrades purchased. (If using the Mastery upgrade, this upgrade increases the silhouette of the summoned creature by an amount equal to the number of Magnitude upgrades purchased, instead.) This may not be activated multiple times.

Mastery Upgrade: Conjuring items is a strange use of the Force known only to a few, such as the Nightsisters of Dathomir, and for good reason: knowledge of such conjuration can lead to far darker paths than mere duplication of physical things. Masters of the ability can give false life to entire living beings or, far more horrifying, raise corpses to fight like abominable puppets on foul strings. Only the greatest of the Nightsisters have ever been known to master such an ability to this extent.

The Force user may spend 1 1 1 to create a facsimile of a living creature of silhouette 1 or smaller instead of an object. This creature uses the profile of a living minion NPC of the Force user's choice, obeys the will of the Force user, and ceases to exist at the end of the Force user's next turn. The Force user may spend a maneuver to direct their facsimile, allowing it to perform an action and a maneuver.

If, however, the user has a corpse of silhouette 1 or smaller available, they can instead animate it, bringing it to false life and gaining 7 Conflict in the process. This abomination uses the profile of the deceased being, obeys the will of the Force user, and ceases to be animated at the end of the Force user's next turn. The Force user may spend a maneuver to direct the corpse, allowing it to spend an action and a maneuver.

Number Upgrade: Spend 1 1 to conjure one additional facsimile of the same type as the first per Magni-

tude upgrade purchased. The user may activate this multiple times, increasing the number of facsimiles conjured by this number each time.

Range Upgrade: Spend 1 to increase the range at which the facsimile can be conjured and sustained by one. This can be activated multiple times, increasing the range by one each time (to a maximum of extreme range).



FORCE POWER: ALTER

Many Force users have the ability to sense the life force of the environment around them. Some Force users take this sense a bit further. By tapping into that living gestalt, they can manipulate the land around them. Intruders may find vines choking their path or mists rising up to block their sight. Meanwhile, allies find that trails and paths mysteriously open up before them, only to vanish once they have reached their destination.

BASIC POWER

The basic power for Alter allows the user to tap into the Living Force of their surroundings, manipulating the nearby environs. The basic power has two uses, both of which can only be used in natural terrain that can change form easily, such as dirt, sand, mud, and thick vegetation.

- The Force user may spend 1 to make all terrain currently within short range difficult terrain until the end of their next turn. The Force user must be touching the ground to manifest this power. The user may not activate this multiple times.
- The Force user may spend 1 to make all terrain currently within short range normal terrain until the end of their next turn. The Force user must be touching the ground to manifest this power. The user may not activate this multiple times.

UPGRADES

Control Upgrade: The Force user may spend 1 and make an **Average (◆◆) Survival check**. Success allows the Force user to locate food, water, and other critical supplies within extreme range. In some cases, the GM may determine that there are no such supplies available (for example, if the Force user is on the surface of an airless moon). The user may not activate this multiple times.

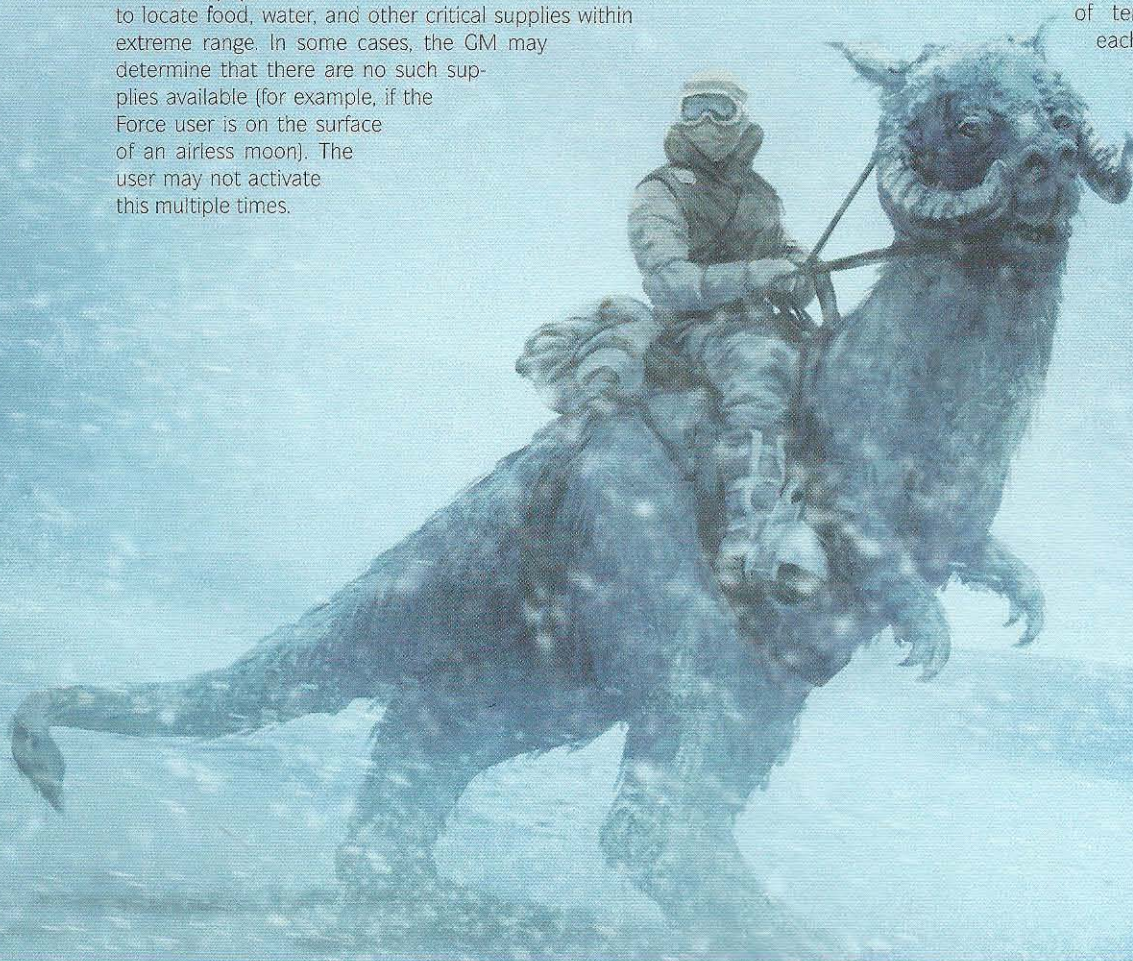
Control Upgrade: The Force user may spend 1 to give all characters within short range of the Force user concealment, adding ■ or □ to appropriate checks (see page 219 of the **FORCE AND DESTINY** Core Rulebook). This lasts for the duration of the power. The user may not activate this multiple times.

Control Upgrade: The Force user may spend 1 to share the senses of non-sentient animals and similar creatures within range of their power. The Force user adds □ to Perception and Vigilance checks, and at the GM's discretion, may be able to learn or notice things they could not normally perceive. This lasts for the duration of the power. The user may not activate this multiple times.

Control Upgrade: This power can affect firm natural terrain, such as packed earth, stone, or ice.

Control Upgrade: The Force user may spend 1 1 to make a small patch of terrain within the power's area of effect impassable terrain. This patch is no more than 3 meters across. The nature of the impassable terrain is up to the Force user; it could be a mass of solid rock, an impenetrable morass of twisting underbrush, or a bubbling pit of steam and superheated water. This lasts for the duration of the power. The user may activate this multiple times, choosing a new patch of terrain to affect each time.

Control Upgrade: The Force user may spend 1 1 to create a corrosive atmosphere in a small area within the power's area of effect. This area is no more than 3 meters across. The rating of the corrosive atmosphere is equal to the Force user's current Force rating. This lasts for the duration of the power. The user may activate this multiple times, choosing a new patch of terrain to affect each time.



Force Power Tree: Alter

Prerequisites: Force Rating 1 +

FORCE ABILITY

ALTER BASIC POWER

The Force user can tap into the Living Force of their surroundings, manipulating the nearby environs.

The Force user may spend 1 to make all terrain currently within short range difficult terrain until the end of their next turn.

The Force user may spend 1 to make all terrain currently within short range normal terrain until the end of their next turn.

COST 15

CONTROL

Spend 1 and make an **Average** (1) **Survival check** to instantly discover food, water, or other critical supplies within extreme range.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

CONTROL

The Force user may spend 1 to give all characters within short range of the user concealment.

COST 10

CONTROL

Spend 1 to share the senses of animals within range of this power, adding 1 to Perception and Vigilance checks, and gaining other benefits.

COST 10

CONTROL

The power can affect firm terrain, such as packed earth, stone, or ice.

COST 10

DURATION

Commit 1 after successfully activating the power to sustain its effects while the user remains within range of the affected area.

COST 10

STRENGTH

Spend 1 to allow a number of targets equal to the number of Strength upgrades to ignore this power's effects.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

CONTROL

Spend 1 to make a small patch of terrain within the affected area impassible.

COST 15

STRENGTH

Spend 1 to allow a number of targets equal to the number of Strength upgrades to ignore this power's effects.

COST 10

CONTROL

Spend 1 to create a corrosive atmosphere in a small area within the effected area.

COST 15

CONTROL

Spend 1 to upgrade the difficulty of all checks made by opponents while in the power's area of effect once.

COST 20

MASTERY

When the user activates this power without spending 1 generated from 1 results, add 1 to all other Force power checks made within this power's area of effect.

When the user activates this power without spending 1 generated from 1 results, add 1 to all other Force power checks made within this power's area of effect.

COST 25

STRENGTH

Spend 1 to allow a number of targets equal to the number of Strength upgrades to ignore this power's effects.

COST 15

Control Upgrade: The Force user may spend 1 to upgrade the difficulty of all checks made by opponents while in the power's area of effect once. This lasts for the duration of the power.

Duration Upgrade: This power gains the ongoing effect: Commit 1 after successfully activating the basic power to sustain its effects as long as the user remains in the area affected.

Range Upgrade: The Force user may spend 1 to increase the range of the affected area by a number of range bands equal to the Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time.

Mastery Upgrade: When the user activates this power without spending 1 generated from 1 results, add 1 to all other Force power checks made within this power's area of effect for the duration of the power.

When the user activates this power without spending 1 generated from 1 results, add 1 to all other Force power checks made within this power's area of effect for the duration of the power.

Strength Upgrade: Spend 1 to select a number of targets equal to the number of Strength upgrades purchased; these targets ignore this power's effects. The Force user may activate this multiple times, increasing the number of targets that can ignore this power's effects by this number each time.





DANGEROUS CRAFTS

"Don't try to frighten us with your sorcerer's ways, Lord Vader."

—Admiral Conan Motti

The casual observer cannot always discern the will of the Force. Some items—like holocrons and lightsabers—are so steeped in it as to be immediately recognizable, but others show their connections in much quieter ways. A Rebel's blaster might never miss its mark when aimed at stormtroopers. A smuggler's vibroknife might already be active when they step blindly into an ambush. To the keen eye of a Mystic, all things are as the Force wills.

RELICS OF TRADITION

The Force has always guided civilizations throughout the galaxy. As cultures developed, many understood their connection to the Force only through mysticism. Religious orders like the Jedi served to codify and expand these connections. Some cultures, like the Tholothians, prefer a more personal connection to the Force. Through their settlements' Hometrees, they are able to glimpse the Living Force. Others, like the Thisspiasians, merged the Force with overt pomp and ceremony. The Blood Monarch's

Royal Guards, ostentatious and powerful, were as martial as they were mystic. Over time, each new generation might lose touch with their origin, but these traditions carry the secret of the Force through the eons.

TOOLS TO POWER

Not every tradition is benign, of course. Throughout galactic history, many secrets have stayed so because of their heinous nature. As long as Mystics have been able to tap into the Force, they've felt a temptation to abuse it. The Sith twisted the Force to their own dark ends for millennia. Their artifacts became synonymous with the dark side of the Force. Likewise, the Nightsisters of Dathomir steeped themselves in corruption, delving into untapped power. Their use of the Force challenged even the Jedi's comprehension. To the untrained eye, the line between the Force and magic might begin to blur.

NEW WEAPONS

Mystics are not always drawn to conflict in the same way other spacers are. A Hired Gun might only see the world as what you can and can't shoot. Mystics, with their deep connection to the Force, might try to eschew physical combat entirely. Every life they take is one less luminous being woven into the tapestry of the Force.

Still, in wartime, it is every sentient being's duty to defend themselves. While the Force is a powerful ally, it does have its limits. Ancient weapons aren't always enough to match the dangers that swirl around a Mystic. Some keep a blaster at their side, for safety's sake. Some take this desire a step further, seeking out weaponry that resonates with the Force.

RANGED ENERGY WEAPONS

A Mystic's connection to the Force does not always come early in life. When pressed, they may still solve problems in the typical fringer fashion—that is, with a blaster. Some arm themselves with mundane versions, as a last resort. Others might keep an extraordinary pistol they felt was "lucky." A Mystic with such a weapon might, at first, be blind to the Living Force influencing their shots. They may even have belonged to a group focused on mixing the mundane and the mystical.

AB-75 BO-RIFLE

During the Republic, the Bo-Rifle was the ceremonial weapon of the Honor Guard of Lasan. These Lasat were impressive warriors, and their bo-rifles were equally impressive. Designed to be used in both close quarters and at range, these weapons could quickly be converted from a high-powered blaster rifle to a double-headed staff. At each end of the staff, brilliant arcs of electricity crackled and spat. A skilled Lasat could use the electrified staff to shock opponents into submission; provided they hadn't bludgeoned them half to death first.

After the Empire invaded Lasan and wiped out the population, some high-ranking officers took these weapons as trophies. These days, the only place one is likely to find a bo-rifle is in the collection of some Imperial commander.

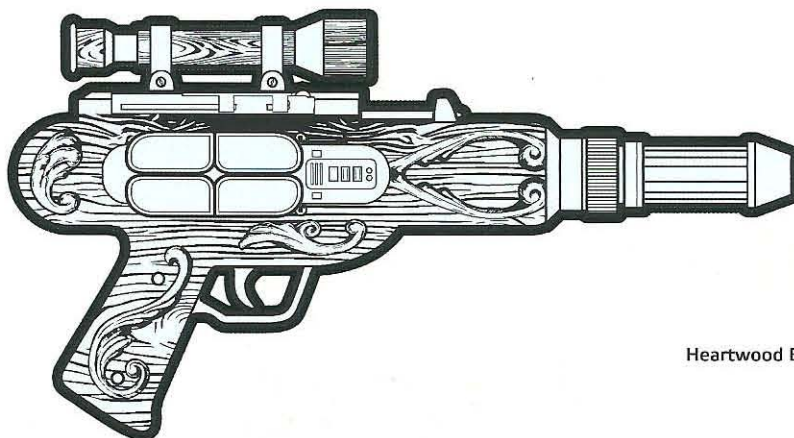
As a maneuver, the user can convert the bo-rifle from its ranged mode (see **Table 2-1: Ranged Weapons** on page 47) to melee mode. In melee mode, the weapon uses the following profile (Melee; Damage +3; Critical 4; Range [Engaged]; Stun 5, Stun Setting). A bo-rifle requires two hands to wield.

HEARTWOOD BLASTER

By the last days of the Clone Wars, most war materiel hewed to a handful of standards: blasters locked in drab plasteel chassis, formless body armor removing all soldiers' individuality. Tholoth, having prided itself on its cosmopolitan aesthetic for centuries, struggled with these developments. Their Defense Forces generally used imported materiel. It was more practical and more efficient, but it also carried an air of menace. To the Tholothians, clone troopers carried a sense of being eager to fire on any who stepped out of line.

Tholothian Defense Forces solved this tension with the development of their own weaponry. Weaponsmiths incorporated heartwood, a plant native to Tholoth, into unique weapons. These heartwood blasters were as much an aesthetic statement as they were deadly. The wooden chassis harkens back to the Tholoth seedpod practice—a reminder of the community to which the wielder belongs. Like Tholothian society in general, this sentiment reaches across the division of species. Anyone who wields a heartwood blaster can find comfort in remembering their home.

When wielding a heartwood blaster, a character may suffer strain up to their Force rating as a maneuver. If they do, they add an equal number of automatic ⚡ to the next combat check they make that turn.



Heartwood Blaster

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
AB-75 Bo-Rifle (Blaster)	Ranged (Heavy)	8	4	Medium	4	4	(R) 900	7	Stun Setting
Heartwood Blaster	Ranged (Heavy)	6	5	Medium	3	1	1,000	6	Cumbersome 2, Stun 3
Lucky Blaster	Ranged (Light)	5	4	Medium	1	2	400	10	Stun Setting
Slugthrowers									
Arquebus	Ranged (Heavy)	9	5	Long	3	4	1,200	5	Cumbersome 3, Prepare 1
Panic Pistol	Ranged (Light)	6	5	Short	1	0	400	3	Inaccurate 1
Thrown Weapons									
Blue Shadow Grenade	Ranged (Light)	3	3	Short	1	0	(R) 2,000	9	Blast 3, Limited Ammo 1
Molten Magnet	Ranged (Light)	9	4	Short	1	0	(R) 1,500	6	Breach 1, Burn 1, Limited Ammo 1, Sunder
Quillbomb	Ranged (Light)	5	2	Short	1	0	(R) 100	6	Pierce 2, Blast 3, Limited Ammo 1, Vicious 3

LUCKY BLASTER

A blaster being "lucky" is less about its manufacture and more about its behavior. There is something inherent in these blasters, something beyond the normal. A spacer might feel that, no matter how long the odds, a blaster like this will always hit its mark.

Even in the clumsiest hands, there seems to be an unknown influence guiding the spacer's aim. To the trained Mystic, the Force's presence is obvious—the blaster almost hums with it. Even before dedicating themselves to the Force, a Mystic might be able to hear it.

Lucky blasters are rare in the galaxy at large. Their attunement to the Force seems to be completely random. There is no connection between the blasters that display this knack. There is no single factory, nor even one single planet, that can claim it is the source. Not even the Mystics who study them can explain how the blasters' attunement occurs. Those who wield these blasters can only trust in the Force, hoping that its will is being done.

When a character uses a single maneuver with a Lucky Blaster to Aim, they gain on their next combat check. This can only occur once per round, and the PC may not use their second maneuver to aim again.

SLUGTHROWERS

Slugthrowers are old weapons that use explosive charges to propel metal projectiles. Far clumsier than a blaster, slugthrowers fell out of use on most planets centuries ago. For civilizations that lack heavy industry, though, they remain a viable choice.

ARQUEBUS

The average sentient being can pick out visual details up to three kilometers away. Sembla's low landmasses and shallow seas provide excellent visibility. Taken together, these factors had a large influence on Vurk strategy. They favor long distance engagements, avoiding melee whenever possible. The lone soldier who wades into close range is liable to get gunned down without mercy.

Since heavy industry never took hold on Sembla, Vurk sharpshooters still favor slugthrowers. Most famous is the arquebus, an older design kept current by skilled crafters. In its original form, the weapon was little more than a metal tube filled with explosive powder. Over time, sumptuous wooden stocks to brace against the shoulder became standard. The design became more streamlined and reliable as time went on. Modern versions are works of art unto themselves, often featuring intricate obsidian inlays.

Accurate at extreme distances, the weapon is well suited to patient aiming. A Vurk soldier's most devastating shots are the ones arranged with the most precision. Skeptics have long since explained this away in mundane ways. Longer prep time leads to steadier hands. Calculations of wind resistance are more accurate with more observation. Despite this, Vurk sages insist on a deeper meaning. The best sharpshooters never care about the odds. They trust in the will of the Force, and the Force guides their hands.

As a maneuver, a character wielding an arquebus may suffer up to 5 strain. The PC's next combat check with the arquebus gains Pierce with a rating equal to the strain suffered.

PANIC PISTOL

War is a stressful pastime. Most sentient beings unaccustomed to battle choke up when an enemy charges them with a sword. Sometimes there isn't enough room or enough time to line up a shot. Weaponsmiths designed panic pistols—a kind of overpowered slugthrower—to solve such problems.

They provide a quick and definitive answer to anyone getting too close. This is not to say they do so with elegance. The weapons malfunction with more regularity than other, more standard slugthrowers. While its power is on par with a blaster, a panic pistol still isn't a sustainable alternative to melee weapons. A fighter with a broken weapon doesn't have much advantage over anyone.

While at engaged range, a character wielding a panic pistol does not add the +1 difficulty modifier for ranged attacks in melee. However, the GM may spend ☉☉ to damage the weapon (see **Weapon Maintenance** on page 166 of the **FORCE AND DESTINY** Core Rulebook).

THROWN WEAPONS

Like many spacers, most Mystics are familiar with grenades. Their simple operation makes for widespread adoption. Unlike most spacers, though, Mystics gravitate towards more exotic versions. Alchemical modifications turn the simplest explosives into bizarre, yet effective, weapons.

BLUE SHADOW GRENADES

Of all viruses, epidemiologists most fear one strain: the blue shadow virus. The waterborne virus was long touted as the galaxy's most virulent agent. Incidents involving it also proved it to be the deadliest. Decades before the Clone Wars, outbreaks sent panic across dozens of systems. Worst of them all was the Candorian Scourge, claiming millions of lives in only 48 hours.

By the time of the Clone Wars, proper containment had eradicated the disease in the wild. Separatist scientists, inspired by the Scourge, re-engineered captive strains into a terrifying bio-weapon. Schematics recovered by the Jedi claim it to be airborne and almost incurable. While the Empire did its best to bury the plans, dissidents managed to leak them after a raid on the Jedi archives. From an official standpoint, the Rebellion condemns its use. From a practical standpoint, some of the more vicious cells have built them in secret. Luckily for the galaxy in

general, nobody has yet managed to replicate the true danger of the blue shadow virus. However, some depraved individuals have managed to retro-engineer a fast-acting variant that dies off quickly but can kill scores of individuals before it vanishes.

When a blue shadow grenade detonates, all targets that suffer at least one wound from the grenade—or are within medium range of the detonation while not wearing a rebreather, sealed armor, or other form of environmental protection—must make a **Formidable** (◆◆◆◆◆) **Resilience check**. Targets suffer 2 wounds and 2 strain per ☉, and a Critical Injury with a +50 modifier if they fail the check. ☉ means that they must make the check again at the start of their next turn as the virus runs rampant through their system.

MOLTEN MAGNET

Magma from Sembla has fascinated researchers for centuries. Among other traits, it exerts enough magnetic attraction to stick to metallic surfaces. While this may fascinate a geologist, it's an idle curiosity to the average citizen.

Vurk Rebel cells seeking to liberate Sembla are not the average citizen. Straining under the Empire's yoke, they've been quite keen to weaponize the planet's lava. A handful managed to make a breakthrough, using liberated Imperial research.

The resulting device is much like a grenade. While difficult to make elsewhere, Vurk Rebels have all they need to build them on Sembla. First, they use Imperial technology to stabilize and contain the magma. Early attempts cooled and congealed too fast, rendering them useless. To work, the devices need a small touch of the Force: Vurk sages skilled in alchemical arts imbue the containment unit with the Force to keep the molten rock from cooling.

A combatant can use the device much the same way as a grenade. On activation, a brief timer starts before the weapon activates. Instead of blasting itself apart, however, the magnet then adheres to a single target. When the timer runs out, the containment unit begins extruding its molten metal payload. The magma then chews through armor plating, scorching any organic tissue it touches.

QUILLBOMB

Thisspiasians once viewed the giant ystervark as both worthy foe and revered delicacy. Xenoarchaeologists even theorize the Blood Monarchy grew from ritual hunts of these creatures. Extinct in modern times, the beast's brutality left a lasting impression on Thisspias. For centuries, engineers sought to emulate its defensive plating and toxic spines.

In keeping with this motif, ancient warrior-sages created weapons in the beast's image. Their blend of metalwork and the Force even parallels that of modern alchemists. For 250 years, poisoned ystervark spears were the Royal Guard's most iconic weapon. As the Blood Monarchy's public influence fell, so too did the ystervark's. While Thisspiasians still respect both, the call for such weapons has diminished. Before the rise of the Empire, only the Quillbomb retained its mass appeal.

ASHLA STAFF

Like the Bo-Rifle, Ashla Staffs were one of the many items plundered by the Empire during the Fall of Lasan. Unlike the rifles, though, these were not weapons of war. Staffs such as these were the unique property of a Revered Master—mystical leaders of the Lasat people. Like the Jedi, these sages studied and communed with the Force, though they referred to it as the Ashla.



Quillbomb

The device is not much larger than a closed fist, and wicked-looking spines litter its surface. On detonation, these spines rip through armor, burrowing deep into flesh. Each spine carries a dose of synthetic toxin, inspired by the ancient ystervark's venom. With its weak payload, the bomb is less focused on raw explosive power. Rather, it relies on driving at least one spine intact into a victim's body. The contagions used are often as quick as they are debilitating. One spine is enough to immediately impair motor functions. Any more will cause excruciating pain.

With the Blood Monarchy outlawed by the Empire, the Quillbomb is taking on a new life as a symbol of resistance. Rebels searching for urban weaponry have revitalized the production of these ancient weapons. The bombs are harder to detect than conventional explosives, perfect for saboteurs. Stormtroopers are beginning to dread missions to quash Thisspiasian resistance. Once the subject of mockery, the Quillbomb's body count continues to rise. True to form, the bomb has damaged both body and mind of the Imperial war machine. Though nowhere close in size to the ancient ystervark, these bombs would do it proud.

MELEE WEAPONS

Even before the fall of the Jedi, not all Force sensitives armed themselves with a lightsaber. The ancient Sith wielded swords infused with dark side power. Many a foolhardy Mystic has charged into battle with little more than a club. As long as they count the Force as their ally, they have no reason to fear.



Ashla Staff

TABLE 2-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Ashla Staff	Melee	+2	3	Engaged	4	2	3,000	7	
Ouro Blade	Melee	+1	3	Engaged	1	0	600	4	
Semblan Obsidian Dagger	Melee	+0	1	Engaged	1	2	350	4	

Before the Fall of Lasan, many were quick to equate the Ashla Staff to a Jedi's lightsaber. This would not, by and large, be an accurate comparison. An Ashla Staff's construction might reflect on its owner in a similar way, but that would be the full extent of similarities. The staff might be tall and spry, or gnarled and bent. A Revered Master might fashion it from a single branch, once gifted to them by a Tholothian dignitary. What united these tools was their connection to Lasat mysticism. Among other qualities, they gave strength to Revered Masters during particularly grueling rituals.

These vibrant cultural expressions have become rare under the Empire. The Revered Masters who survived the Fall of Lasan have since passed on or disappeared. Some bequeathed their staffs to their descendants. Others sold them while fleeing the Empire. Many who own these implements now know little of their original purpose. All they know is that a mysterious power seems to flow through them. There is a flicker of destiny in everything the staff touches.

While wielding an Ashla Staff and making a Force power check, a player may spend 3 strain to add ○ to the results.

OURO BLADE

Even for the eccentric designs of ancient Thisspias, the Ouro Blade is a strange weapon, with a long curved blade that arches out in a half-circle from the wielder's fists. Traditional fighting styles emphasize quick, cross-body slashes, and a skilled fighter can inflict dozens of shallow, painful cuts on their opponent in a matter of moments. While designed for off-hand use, the Ouro Blade is still effective as a primary weapon.

Despite its efficiency, changing attitudes on Thisspias sidelined the Ouro Blade. Over time, the populace came to associate it with the excesses of the Blood Monarch's Royal Guard. Many Thisspiasians shunned traditional weapons, seeing them as shameful relics of bygone times. When Imperial governors outlawed the Blood Monarchy, that stance changed. Thisspiasian Rebel groups chose weapons like the Ouro Blade as their gear of choice. The fallen Blood Monarchy had become a poignant symbol of resistance.

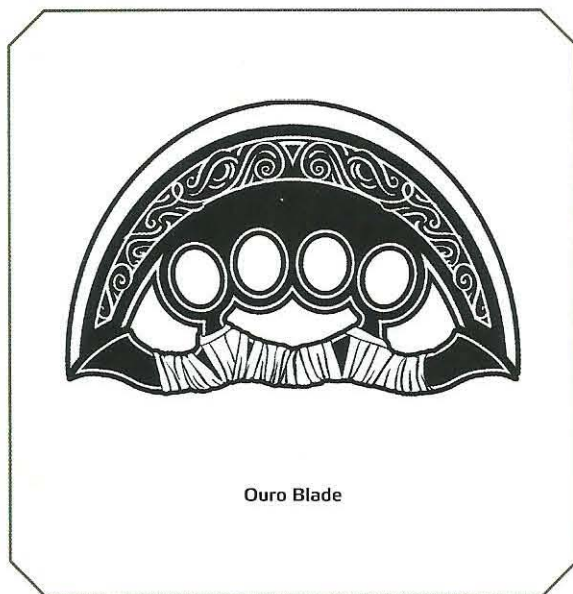
After making a successful combat check with an Ouro Blade, the wielder may spend ○ to inflict an automatic hit on the target, doing the attack's base damage, and may do so multiple times.

SEMBLAN OBSIDIAN DAGGER

Like many items made by the Vurk, Semblan daggers tend to serve at least two functions. First, they are utilitarian knives, used as both tools and weapons. Second, the blade's iconic design has served as a meditation aid for centuries of Vurk sages.

In their most iconic examples, the dagger's blade curves back and forth as it tapers to a point. Vurk sages hold that these gentle undulations mirror the duality of their homeworld. The curving edges hearken to the planet's shallow seas, while obsidian inlays evoke the planet's volcanoes. For centuries, they would meditate on this contrast, searching for harmony. Even if other species lack that cultural context, studying the dagger still has uses.

When a Vurk makes a Discipline check at the end of an encounter to heal strain, they heal one additional strain as long as they are holding a Semblan dagger. At the GM's discretion, non-Vurk characters can also benefit from this if they have a thorough grounding in Vurk culture and the mentality to appreciate the meditative properties.



Ouro Blade

NEW ARMOR

Though those who wield the Force in combat often call on it as their ally to guard them, they know that other forms of protection can be useful as well. Some types do more than merely protect their bodies, but can transform agony into greater power—something those on the path along the dark side are always eager to seek out.

SITH PAIN HARNESS

Constant enemies of the Jedi Order, the Sith have always sought to dominate and destroy. They even seek to pervert the Force itself, turning its energies into a weapon to torture and maim. They build all their greatest strengths on the pain they can inflict.

Developed over generations, the Sith Pain Harness represents the pinnacle of this philosophy. It is little more than a set of interlocking metal plates, each sharp enough to easily draw blood. Any being wearing the armor must take extreme caution, lest the metal carve into their flesh. Granted, the point of the device is not to avoid hurting oneself. Instead, Sith are to embrace the pain, using it to fuel their hatred. The pain they feel suffuses all their Force power, a gruesome attempt to spread their own agony.

While wearing the Sith Pain Harness, a character can choose to suffer one wound as an incidental to add automatic ✨ to the next Discipline check they make during the current round. They then suffer 1 Conflict.

TIMBER CUIRASS

Before the Empire, Tholothian Defense Forces looked the same as their offworld counterparts. Guards wore synthetic body armor and wielded transparisteel riot shields. When deadly force was necessary, they carried a variety of blasters to do the job. While beautiful and poignant, traditional equipment lacked the practicality of offworld gear. In the years fol-

lowing the Clone Wars, the Empire sought to tighten its grip over the Outer Rim. Though it took years to make it there, the full brunt of Imperial force finally made its way to Tholoth.

Imperial blockades drove the cost of importing weapons and body armor beyond feasibility. Anything deemed contraband entering the system was immediately seized. Factories mass-producing weapons were co-opted by the Empire. Traditional weaponsmiths became the sole reliable source of arms and armaments. Before the Empire, Tholothians took their heritage for granted. Now that it is their last weapon against the Empire, Tholothians have embraced it with open arms.

The Timber Cuirass has become one of the planet's best products—a modern update for ancient Tholothian armor. Armorers crafted the classic cuirass from a single living piece of Heartwood. Generally, a noble would commission it as soon as they came of age, as the process could take decades. The cuirass must be shaped and refined while still growing as part of the tree. On completion, the resulting armor is as strong as durasteel, but only a fraction of the weight.

WATERWEAVE

Waterweave is a composite material created out of native Semblan alloys and minerals. While it is heavy and bulky normally, its buoyancy actually increases while submerged. Most scientists are at a complete loss to explain this, and mumble something about air pockets when pressed.

Waterweave deflects even the strongest blows instead of absorbing their force. Moreover, its buoyancy allows users to fight in the water without being dragged down by what would normally be bulky, restricting clothing. Warriors equipped with waterweave report fighting better underwater than on any other terrain.

Waterweave armor has encumbrance 7. However, while submerged, the armor's encumbrance changes to 0.

TABLE 2-3: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Sith Pain Harness	0	2	(R) 3,500	2	0	9
Timber Cuirass	1	2	4,000	4	1	5
Waterweave	2	1	6,500	7	1	5

NEW GEAR AND EQUIPMENT

To study mysteries of the Force is to know that there are secrets in the galaxy no mere historian or scholar will ever discover. Only those open to the Force, for example, might recognize a carved cubical trinket as a powerful holocron, or a set of small rings as a gateway to visions of the future. Some Force users might turn aside such items as unnecessary to unlocking the secrets of the Force, perhaps even refraining from ways to improve their lightsabers, but many more believe any tool that can aid their understanding of the Force is one worth embracing.

ANCIENT LORE

The Jedi kept meticulous records throughout their long protection of the Republic. While they knew a great many things, gaps still existed in their knowledge. They were often conspicuous in their silence on other Force-wielding traditions. Without written records of their own, these cultures couldn't preserve their defining traditions.

Over time, civilizations lose touch with their ancient origins. A civilization might leave behind incomprehensible riddles and artifacts. Explicit instructions might evolve into vague admonitions remembered only in children's tales. A culture might lose the true lessons of their past, but all it would take to unlock those secrets is the right key.

Many sentient beings find themselves adrift under the Empire. The weight of its human-privileging power structures has begun crushing them. Some might turn to their ancestral mysteries for guidance or comfort. Some pore over forgotten lore, hoping to find a glimmer of hope, some small scrap of power they can use to fight back.

DAI BENDU HOLOCRON




First attributed to the precursors of the Jedi, these objects remain a mystery. At the surface level, Dai Bendu holocrons resemble those produced by the Jedi. Each holocron contains six tracts, subdivided into four lessons apiece. Unlike ones made by the Jedi, Dai Bendu holocrons allow even the most unskilled of Force sensitives access. Their true key to mastery lies in study.

Completing each lesson in the tract requires an amount of study and meditation up to the GM's decision. At its conclusion, the player must roll a Discipline check of one higher difficulty than it took to access that lesson. For example, to complete the first lesson, a Mystic must roll an **Average (◆◆) Discipline check**. To complete the final lesson in a tract requires a **Formidable (◆◆◆◆) Discipline check**.

When a Force-sensitive character completes a tract, the player selects one characteristic. Once per day, they may upgrade the ability dice pool of any single check related to that characteristic by two steps. The player has learned all they can from that tract, and must move on to another. Each subsequent tract provides the same benefit to another characteristic.

LASAN CHRONICLES OF THE THREE

Life since the fall of the Republic has grown difficult for the Lasat. The Empire exterminated them in droves, a gruesome example to those who seek to rebel. Many Lasat now search for meaning in an existence that seems to only want them destroyed. Many turn to their species' most ancient teachings in hopes of finding some parallels, some guidance for a people adrift. One of the most frequent resources for this study has been the Chronicles of the Three. This collection of ancient parables follows the three Lasan mythic archetypes: the Child, the Fool, and the Warrior.

When a character studies the Chronicles, they may use Perception, Knowledge (Lore), or Discipline to decipher it. They must then spend an hour studying the Chronicles, succeeding at a **Hard (◆◆◆) check** of the appropriate skill at the end of it. Depending on their chosen skill, they receive a unique bonus that can be used once during the remainder of the session. Knowledge (Lore) grants the Perspicacity of the Child, whose desire to learn outstrips all else. The character may add  to any one Knowledge skill check they make. Perception gives them the Insight of the Fool: in knowing nothing, they see everything. Once, when making a combat skill check, they may re-roll one  of their choice. Using Discipline leaves them with the Purpose of the Warrior, whose devotion and tenacity overcomes all obstacles. They may remove  on a single skill check that they make.

CONSUMABLES

For most Mystics, an object's connection to the Force is a permanent fixture. Holocrons contain the knowledge of their predecessors, and will continue to do so for centuries to come. A lightsaber is a Jedi's life. It is as intrinsic to it as that statement implies.

Some Mystics prefer to see the Force's presence in far more transient items. For example, when an Alchemist blends Force energy into a creation, they do not see it as trapped there. In time, that creation will serve its purpose, and the energy will recirculate.

Other items push the other way, begging for release. Most dark side artifacts call out to Force sensitives. They promise safety or power or knowledge. A Mystic with the right tools can exploit these items, drawing both power and taint into themselves.

ASHES OF MALACHOR

Wars between the dark side and the light are not only fought in an individual's conscience. Centuries ago, the Sith Order formed the backbone of a terrifying war machine. One of their most fearsome strongholds resided on the Outer Rim planet of Malachor. Rumors spread that the Sith bastion hid unstoppable weaponry and forbidden knowledge. Fearing the worst, the Jedi laid siege to the temple.

TABLE 2-4: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
Ancient Lore			
Dai Bendu Holocron	(R) 125,000	1	10
Lasan Chronicles of the Three	3,000	0	7
Consumables			
Ashes of Malachor	(R) 750	0	8
Calming Salve	25	0	3
Stimcaf Powder	3	0	4
Focuses, Fetishes, and Figurines			
Thisspiasian Puzzle Ring	500	1	8
Vision Cubes	1,000	0	6
Vurk Meditation Orb	1,000	2	6

The battle left no survivors. The Jedi archives erased all records of the planet, hoping to bury the Sith secrets along with the dead. Over time, spacers began to claim they had stumbled on the lost world of Malachor. They'd bring back artifacts claimed to be Sith relics. Most were obvious frauds. A few had a genuine—and disquieting—connection to the dark side.

Smugglers claimed to make Ashes of Malachor from the pulverized bones left on the planet. With the planet lost to the galaxy at large, there is no way to confirm this. The results, though, are irrefutable. Some dark essence trapped within the ashes empowers those that consume it. Gruesome power warps their will, increasing their power at the cost of their Morality.

A Force-sensitive character may spend a maneuver to inhale the Ashes of Malachor. They gain 5 Conflict, but add ✱ to all attacks they make until the end of the encounter.

CALMING SALVE

Sentient beings all over the galaxy lead a hard life. Stress accumulates over time, threatening to overwhelm the less hardy. Resting often helps, but in the heat of battle, it's likely a combatant needs more immediate help. Thousands of remedies, salves, and balms exist to that effect. There is as much variety in the production of these items as in the individuals that consume them.

Rubbing these salves into the skin opens a sentient being up to the Living Force surrounding them. Those without Force sensitivity find the experience strange but comforting. A Mystic in tune with the Force can draw the energy into themselves. When they release it, they wash away their fears in the cleansing warmth of the Force.

Once per session as an action, a Force-sensitive character may use the Calming Salve and make a Force power check. They may spend ● generated from ○ results to recover one strain per ● spent in this way.

STIMCAF POWDER

A common spacer joke runs that caf, not credits, is what keeps the galaxy moving. While a Senator might drink it at a local tapcaf, spacers rarely have that luxury. With that in mind, the development of stimcaf powder makes perfect sense. Pale and gritty, this powder is the most concentrated version of caf available on the open market.

FOCUSES, FETISHES, AND FIGURINES

The constant ebb and flow of life sends ever-widening ripples throughout the Force. Buffeted by tides of the Living Force, Mystics might be unable to detach themselves from the world around them. Novices, keen to hold onto the world they can see, fail to keep their minds clear. Often, Mystics can use a mental focus to help them shut out the din around themselves. Thinking only of this focus, Mystics open themselves to the will of the Force.

THISSPIASIAN PUZZLE RINGS









During their induction, each Thisspiasian Royal Guard receives a set of interlocking rings. These rings resemble a nest of serpents, twisted and entwined, biting their own tails. One can slide each individual serpent, or rearrange its place within the collection. Once a source of immense pride, the public now dismisses these relics as arcane junk.

Their original intent, however, was to introduce a Royal Guard to the Force. The puzzle is impossible to solve for those who cannot interact with the Force. The rings wrap around themselves in what appears to be an infinite pattern. By working through them, a Guard sees the interconnectedness of all things. The device's near-impossibility conveys a taste of the future's hidden nature.

To attempt to solve the puzzle, a character must spend at least one hour working on it and pass a **Hard** (◆◆◆) **Discipline check**. If the character fails, they heal 2 strain. If successful, the character has a vision, learning one thing that involves them that may (at the GM's discretion) come to pass in the next week. Once solved, the puzzle rings fall apart, their connection to the Force spent. If they want to pursue another vision, the PC must obtain a new set of rings.

VISION CUBES


In the tumbling of dice and the randomness of fate, some Mystics may catch glimpses of the future. Generally a pair of six-sided dice, Vision Cubes are not all that different from Chance Cubes. Vision Cubes tend to have intricate scenes painted on their faces. They first rose to prominence as part of a high-stakes dice game which was since eclipsed by sabacc. The breathtaking art on these dice lends itself well to the act of divination. Whether these visions are mere trickery or true feats of clairvoyance depends on the owner.

A character can use a vision cube while performing a check (including a Force power check) to divine the future. If the check results in having at least one uncanceled , the character adds  and  to the results as well. If the check results in having at least one uncanceled , the character instead adds  and  to the results. If the check has no  or  results, the vision cubes do nothing—except potentially look impressive.

VURK MEDITATION ORB

Life on Sembla owes a great deal to the planet's many active volcanoes. The intense geothermal energy of the planet warms the world's shallow seas. The seas, in turn, host a cavalcade of life. Lava flows bring minerals and materials to the surface. While they never developed heavy industry, the Vurk are famous for their craftsmanship. The vast majority of art produced on Sembla depicts the volcanoes. At times, this reverence has bordered on religious devotion.

One of the oldest tokens of this reverence is the Vurk Meditation Orb. The orbs are perfect obsidian spheres, roughly 15 centimeters across. Part of the consecration process involves polishing the surface to a mirror sheen. Even though the Vurk invest a lot of time into crafting them, they do not consider them manufactured. From the traditional standpoint, they are not made so much as found. Any spherical chunk of obsidian can serve the orb's function. While the most sacred orbs are perfectly black, sages tolerate—even prefer—the presence of impurities within the glass.

Studying the opaque sphere allows a Mystic to focus inwards, leaving the world behind. In this state, they see only the connections between beings, hear only the whispers of the Force. This meditation lasts for at least an hour, and for the 24 hours following this meditation, they may suffer 2 strain to add  to the results of the next check to use the Alter or Battle Meditation Force power.


LIGHTSABER ATTACHMENTS

The Jedi Order demanded discipline and devotion to an ideal larger than themselves. A Jedi sacrifices their ego for the sake of duty, but they keep some freedom in building their lightsaber. The hilt of a Lightsaber conveyed a great deal of its builder's personality. Oppo Rancisis' elegant designs suggested culture and refinement. Mace Windu's Electrum-plated hilts served as a bold warning to would-be attackers. The Empire erased much of this art, but it spurred survivors to greater individuality. Many, in searching for what makes them unique, draw on their own heritage instead of the Jedi Order's.

THISSPIASIAN STABILIZING COILS

Thisspiasian weaponcraft focused, for centuries, on grace above all else. The antique manners of the Blood Court may embarrass the average citizen, but one can't argue with their results. Traditional weapons from Thisspias correct for even the clumsiest of maneuvers.

Survivors of the Jedi Purge return to this philosophy to strengthen their weaponry. Thisspiasian stabilizing coils are often stylized as a long tail that wraps itself around the hilt of a lightsaber. Rotating and curling with each movement, this device keeps the blade perfectly balanced.

Base Modifier: When making an attack, remove one .

Modification Options: None.

Hard Points Required: 1.

Price: 5,500 credits.

THOLOTHIAN HEARTWOOD HILT

While most lightsabers have synthetic hilts, Tholothian Jedi preferred a more organic approach. At their height, they crafted heartwood hilts from the timber of still-living trees. The wood was then preserved in a specialized ritual—one more often used when a heartwood tree was dying. The resulting hilt is resistant to decay and can house a lightsaber's apparatus. The resulting lightsabers are beautiful works of art as much as they are weapons. The resins used to preserve the timber increase its weight, and wielders must take appropriate care in using them. This often translates to a stronger and more deliberate strike when this weapon does connect.

TABLE 2-5: LIGHTSABER ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Thisspiasian Stabilizing Coils	5,500	0	1	5
Tholothian Heartwood Hilt	8,000	0	1	7
Walking Stick Hilt Disguise	2,500	0	1	6

TABLE 2-6: LIGHTSABER CRYSTALS

Attachment	Price	Encumbrance	HP Required	Rarity
Tainted Nightsister Crystal	(R) 13,000	0	2	10
Unstable Kyber Crystal	(R) 16,000	0	2	10

Base Modifier: A lightsaber with this hilt increases its encumbrance rating by 1. Attacks made add 2 ✨ to the roll. However, the GM may spend ☁ ☁ ☁ ☁ or ☁ generated by checks made with this weapon to cause it to become damaged by one step.

Modification Options: None.

Hard Points Required: 1.

Price: 8,000 credits.

WALKING STICK HILT DISGUISE

Often, particularly elderly Jedi constructed their lightsabers in the body of a sturdy walking stick. If the blade is a Jedi's life, why shouldn't it make things a little easier? The pure utility of this practice fell out of favor with the Jedi Order. Most elderly Jedi did not, after all, survive the Purge. Survivors, though, found a similar technique could hide their weapons in plain sight. This concealment does come with a cost. The awkward size and inconsistent weighting often interferes with use in heated combat.

Base Modifier: Unless ignited, this weapon is completely indistinguishable from a regular walking stick, and a character must pass a **Formidable** (◆◆◆◆◆) **Perception** or **Vigilance** check to notice that it is not. The weapon also gains the Inaccurate 1 item quality. If the weapon already has the Inaccurate item quality, increase its Inaccurate value by 1.

Modification Options: Decrease the value of the weapon's Inaccurate item quality by 1.

Hard Points Required: 1.

Price: 2,500 credits.

LIGHTSABER CRYSTALS

The heart of a lightsaber is its Kyber crystal, a mineral unique for its inherent connection to the Force. Most knowledge connected with the crystals died with the Jedi during the Purge. Force sensitives who survived were in the dark about much of their nature. With no body of research to consult, Mystics have often taken it on themselves to experiment. Many have tried reverse-engineering recovered lightsabers to regain knowledge lost in the Purge.

TAINTED NIGHTSISTER CRYSTAL

The Nightsisters rose and fell as a faction untouched by the conflicts between Jedi and Sith. As such, they had little time to adopt the iconic lightsabers as their weapons of choice. This has not stopped dark side Mystics from trying to fuse Nightsister magic with Sith weaponry. Most experiments

yield no fruit, but some have made for particularly terrifying advancements. Tainted Nightsister crystals were once pure Kyber crystals. Soaking them in Dathomiri Waters of Life perverts their connection to the Force. The resulting blade emits a choking, putrid green smoke when active.

Base Modifier: Installing this crystal changes a lightsaber's base damage to 6 and critical rating to 2, and the lightsaber gains the Breach 1, Sunder, Disorient 3, and Vicious 4 weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities and abilities, and reverts to its previous base damage and critical rating.

Modification Options: 1 Damage + 1 Mod, 1 Item Quality (Disorient + 1) Mod.

Hard Points Required: 2.

Price: (R) 13,000 credits.

UNSTABLE KYBER CRYSTAL

The Kyber crystal is the heart of a lightsaber, but as with the hearts of organic beings, there can be imperfections. There are many opportunities between mining and use for a crystal to become unstable. It could develop hairline fractures in initial transit. Its wielder might subject it to extreme stress in use. Either way, power can begin to leak out of the crystal itself.

Under normal circumstances, these imperfections will not affect a lightsaber's performance. With the right knowledge, however, a Force user can harness the leaking energy for their own ends. By performing a lengthy ritual with the lightsaber, a Mystic can draw some of its power into themselves for a time.

Base Modifier: Installing this crystal changes a lightsaber's base damage to 6 and critical rating to 2, and the lightsaber gains the Breach 1 and Sunder weapon qualities. After installing this crystal, a character may spend a single maneuver communing with the crystal and attempting to harness its power. If they do, they increase their current Force rating by 1. This increase persists until they use the extra ○ to fuel a Force talent or Force power. However, until the end of the encounter, the GM may spend ☁ ☁ ☁ ☁ or ☁ generated by the characters' checks to have the fault cause the lightsaber to sputter and fail. In this case, the lightsaber deactivates, and may not be ignited for one hour. If the crystal is ever removed, the lightsaber loses these qualities and abilities, and reverts to its previous base damage and Critical rating.

Modification Options: None.

Hard Points Required: 2.

Price: (R) 16,000 credits.

NEW VEHICLES

Some Mystics may be more occupied with concerns of the Living Force than with mundane matters, but a focus on esoteric concepts does not provide one with a method of travel when a journey is required. Any of the following vehicles might be encountered or used by a Mystic on their travels.

AIRSPEEDERS

A Mystic's life can lead them far from the beaten path, and often a reliable airspeeder, soaring through the skies, is a vital method of travel when a planet's terrain is difficult or otherwise impossible.

T-13 AIRSPEEDER

The T-13 is an older model airspeeder designed by the Incom Corporation. The speeder carries two people, a pilot and a gunner/sensor operator, seated in tandem. In its standard configuration, the pilot's position is the forward seat, with the sensor operator (who is also the gunner in armed models) seated behind. In an emergency, the rear position can also pilot the craft.

Although phased out of service in favor of the newer T-16, the generally reliable T-13 can still be found in the police and local militia forces of many worlds in the Mid and Outer Rim, as well as pressed into service by various smugglers, outlaws and the Rebel Alliance. Mystics traveling through these far-flung settlements are more likely to encounter the T-13 than those whose travels bring them closer to the Core.

2	4	+1	0	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT./STARBORD/AST.				ARMOR
			HT THRESHOLD				SS THRESHOLD
			5				6

Vehicle Type/Model: Airspeeder/T-13.

Manufacturer: Incom Corporation.

Maximum Altitude: 200 kilometers.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Price/Rarity: 10,000 credits/4.

Customization Hard Points: 2.

Weapons: Forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

SPECIAL RULE

Back Seat Piloting: When the T-13 is piloted from the rear position, the rudimentary controls reduce the Handling score from +1 to -1.



UBRIKKIAN INDUSTRIES HAULER AIR SKIFF

The Hauler air skiff is a higher-altitude version of the ubiquitous Ubrikkian Industries cargo skiff. Air skiffs were originally designed for cargo and transportation duties at tibanna gas mining operations in the upper atmospheres of gas giants. Simple to use and featuring a large open deck for ease of hauling cargo, air skiffs have spread throughout the galaxy, and can be found in use wherever the terrain is unsuited to the more common repulsorcraft cargo skiff.

Air skiffs are quite customizable, and it is not unusual to see them adapted for uses far beyond the cargo hauling of their original design, whether pressed into service as mass public transportation or fitted with armor and weapons for use as troop carriers.

SILHOUETTE	SPEED	HANDLING	DEF	FORE	PORT	STARBOARD	AFT	ARMOR
2	3	+0	0	-	-	0	0	0
			HT THRESHOLD					SS THRESHOLD
			6					8

Vehicle Type/Model: Air skiff/Hauler.
Manufacturer: Ubrikkian Industries.
Maximum Altitude: 100 kilometers.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 100.
Passenger Capacity: 20.
Price/Rarity: 10,000 credits/4.
Customization Hard Points: 3.
Weapons: None.

LANDSPEEDERS

Landspeeders are the most common personal transport in the galaxy. Whether traveling the streets of a bustling Core World city, or traversing the badlands of a barely-populated colony beyond the Outer Rim, repulsorcraft like these are efficient, reliable vehicles.

9400 GRAND WANDERER

The Ubrikkian Industries 9400 Grand Wanderer is more a mobile home than a vehicle. It was initially designed for use as a recreational vehicle for vacationing in the wilderness areas of well-developed Core Worlds during the days of the Republic. Over the ensuing years, the 9400 Grand Wanderer became a popular choice in the less-developed worlds of the Mid and Outer Rim, not for recreation, but as a relatively cheap dwelling—and one that could be moved from location to location as needs dictated.

The 9400 Grand Wanderer requires only a single pilot, but can accommodate up to 8 passengers in varying degrees of comfort. The speeder features a small, utilitarian galley, refresher station, and a complete communications and sensor package. Sleeping accommodations depend upon the individual custom configuration but range from fold-down racks of bunks to large, luxurious sleeping quarters for one or two occupants. The main living quarters often feature a small seating area with a Dejarik table, which can double as a dining surface.

Especially in the less-civilized regions of the galaxy, it is rare to find any two 9400s which are identical. Not only were the original vehicles shipped customized to the individual customer's specifications, but over the years, Grand Wanderers have been repaired, kit-bashed, modified, stripped down, and rebuilt extensively. Today, no two are alike.

A Seer might use the 9400 as a traveling caravan, moving from settlement to settlement, dispensing prophecy like a fortune-teller. A Prophet could find themselves using a 9400 Grand Wanderer as a temporary home, or even a permanent one, from which to base a cult of Force worshippers.

SILHOUETTE	SPEED	HANDLING	DEF	FORE	PORT	STARBOARD	AFT	ARMOR
4	2	-3	0	-	-	0	0	3
			HT THRESHOLD					SS THRESHOLD
			30					15

Vehicle Type/Model: Grand Wanderer landspeeder/9400.
Manufacturer: Ubrikkian Industries.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 60.
Passenger Capacity: 8.
Price/Rarity: 35,000 credits/6.
Customization Hard Points: 3.
Weapons: None.

SPECIAL RULE

Smooth Ride: The 9400 Grand Wanderer, for all its lack of style, is a relatively comfortable accommodation, easily customizable to individual needs. A character who lives in one gains ☐ on any checks to recover strain while in the 9400.

XP-40 LUXURY COACH

SoroSuub Corporation's XP-40 is the massive Sullustan conglomerate's entry into the luxury landspeeder market, catering to the wealthy and powerful throughout the galaxy. From Core World nobles and corporate magnates to Imperial governors and other high officials, the XP-40 is commonly used by uncommon people.

Nearly-priceless kriin-wood from the destroyed world of Alderaan lines a soundproofed and armored interior, with seats upholstered in Gualaar leather from Naboo. The passenger cabin, separate from the driver's compartment, features a full bar, stocked with a variety of expensive liquors.

The opulence of the expensive craft puts it well out of the range of most, but Mystics of means, such as a powerful cult leader, a noble Makashi Duelist, or an advisor to the rich and powerful, may find themselves being conveyed in such rarified surroundings.

SILHOUETTE	3	3	+0	DEF: 0	FOR: -	PORT: -	STARBOARD: -	AFT: 0	ARMOR	1
				HT THRESHOLD					SS THRESHOLD	8
				10						

Vehicle Type/Model: Luxury landspeeder/XP-40.

Manufacturer: SoroSuub Corporation.

Sensor Range: None.

Crew: One chauffeur.

Encumbrance Capacity: 25.

Passenger Capacity: 6.

Price/Rarity: 45,000 credits/7.

Customization Hard Points: 2.

Weapons: None.

WATER VEHICLES

A Mystic's journeys are not limited to space travel, or traversing overland. On worlds with open water, a seafaring vehicle, specific to the task, is required.

AQUASPEEDER

Repulsorlift vehicles like landspeeders can cross water as easily as land. However, the potential for water to have an unstable surface, with swells and waves, makes for a difficult ride. This can lead to a landspeeder taking on water, growing too heavy as a result, and sinking. For planets where water travel is expected to be common, a dedicated aquaspeeder is preferable.

Aquaspeeders use a series of specialized repulsors, each constantly adjusting to the surface of the water beneath it, allowing the vessel to maintain stability. The hull and passenger compartment are sealed against water, and the internal workings feature a pump system to constantly expel any liquid that manages to get in, thereby preventing the speeder from foundering.

Aquaspeeders come in almost as many design options as their land-based cousins, but generally have the following features in common: a closed passenger compartment and stabilizing outriggers with fins that cut downward into the water, to assist with maneuverability.

SILHOUETTE	3	2	+0	DEF: 0	FOR: -	PORT: -	STARBOARD: -	AFT: 0	ARMOR	0
				HT THRESHOLD					SS THRESHOLD	6
				8						

Vehicle Type/Model: Aquaspeeder/various.

Manufacturer: Various.

Maximum Altitude: 1 meter.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 20.

Passenger Capacity: 4.

Price/Rarity: 7,000 credits/2.

Customization Hard Points: 2.

Weapons: None.



GUNGAN BONGO SUBMARINE

Bongos are the unique, handcrafted, submersible vehicles made by the Gungans of Naboo. Constructed around a rigid coral-like structure, each bongo is heavily armored against potential attack from the array of sea creatures found in the planet's oceans. The propulsion system of a bongo drives a long, twisting set of turbines, almost tentacle-like in appearance, which give the submarine an unusually high speed for an underwater craft. There appears to be no limit to the maximum depth attainable by a bongo, as they are able to withstand the crushing depths of the waterways that traverse the planetary core of Naboo.

Bongos are incredibly versatile and are constructed for a wide array of functions, from passenger transport to cargo hauling and military troop deployment. The example provided here is a tribubble bongo, a personal passenger version.

3	3	+2	1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STANBOARD/AFT	HT THRESHOLD		SS THRESHOLD	
				10		5	

Vehicle Type/Model: Submarine/Bongo.

Manufacturer: Individually handcrafted.

Standard Diving Depth: 500 meters.

Sensor Range: None.

Crew: One pilot.

Encumbrance Capacity: 20.

Passenger Capacity: 2.

Price/Rarity: 10,000 credits/7.

Customization Hard Points: 0.

Weapons: None.



WHEELED VEHICLES

Speeders may be more advanced, but certain rugged environments call for the greater reliability of a wheeled vehicle.

TAGGE DUSTCRAWLER

Designed by the House of Tagge for mining operations on airless moons and large asteroids, the Dustcrawler is a connected train of six-wheeled hauling vehicles. The standard configuration features three connected cars, each with six large independently-articulated knobby wheels. The wheels offer excellent traction in the fine dust of most lunar surfaces (which often causes venting and overheating problems for landspeeders), and the independent suspension of each wheel enables the Dustcrawler to traverse all manner of difficult terrain.

The Dustcrawler can be customized for either cargo-hauling or personnel transport. For example, the resort at the Kaelen Drift, where visitors enjoy the sights of the light from the system's twin suns coruscating through the belt of crystalline shards, uses Dustcrawlers on its tours of the larger asteroids.



Vehicle Type/Model: Groundcar/Dustcrawler.

Manufacturer: TaggeCo.

Sensor Range: Close.

Crew: One pilot, one co-pilot.

Encumbrance Capacity: 300.

Passenger Capacity: 30.

Price/Rarity: 60,000 credits/5.

LONGER DUSTCRAWLERS

The standard Dustcrawler features three connected cars, but Dustcrawlers are designed to be modular and customizable, so additional cars can be added to create a larger train. Adding cars to a Dustcrawler has the following effects upon the vehicle's statistics:

Each additional car adds 1 to the Dustcrawler's silhouette, an additional crewmember (a conductor, who coordinates their car with the others), and an additional +100 to encumbrance capacity. The passenger capacity increases by 10 for each additional car, and 2 additional hard points are added as well. Each car adds another 20,000 credits to the Dustcrawler's price.

Dustcrawlers of four or more cars are often found in use as mass transit vehicles in airless environments. For example, Polis Massa Base uses 5-car Dustcrawlers to ferry workers between the living quarters and the mining operation, carrying an entire shift of workers at a time.

Customization Hard Points: 6.

Weapons: None.

SPECIAL RULE

Expandable: The standard Dustcrawler is three cars long, but the vehicle is modular, with additional cars able to be connected with ease (which increase the vehicle's silhouette, encumbrance capacity, passenger capacity, and hard points, as shown in the **Longer Dustcrawlers** sidebar).

NEW STARSHIPS

Mystics often find themselves traveling far from the beaten path, venturing far across the galaxy to wherever their calling takes them. Whereas some Mystics frequently arrange for travel by booking passage from an independent captain, others find that in the distant corners of the galaxy, a fast and reliable ship of their own is a more dependable option.

H-TYPE NUBIAN YACHT

The sleek and stylish H-type vessels produced by Nubia Star Drives, Incorporated started as an exclusive commission for the royalty and government of the planet Naboo, but in the years since the rise of the Empire, as the influence and standing of Naboo's monarchy waned, the design has been made more widely available as a yacht for wealthy customers galaxy-wide. The firm outraged some traditionalists, not only by abandoning their exclusivity, but by offering the vessels in the signature chromium finish which traditionally marked the livery of the Naboo planetary monarchy.

What the vessel lacks in weapons, it makes up for with a strong deflector shield system and a powerful engine, giving

it speed to rival most starfighters. The H-type is not perhaps as luxurious as the more well-known J-type vessels, being slightly smaller and intended more as a pleasure yacht than a diplomatic vessel.



Hull Type/Class: Yacht/H-type.

Manufacturer: Nubia Star Drives, Incorporated.

Hyperdrive: Primary: Class 1. Backup: Class 7.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot.

Encumbrance Capacity: 75.

Passenger Capacity: 8.

Consumables: Two months.

Price/Rarity: 800,000 credits/7.

Customization Hard Points: 0.

Weapons: None.

LIFE ABOARD A HERD SHIP

An Ithorian herd ship is not only a city in space, but also features an extensive re-creation of the natural jungle habitats of Ithor.

Life in the city levels is similar to that of other large self-contained settlements (like Cloud City on Bespin, for example): wide avenues, public spaces, and tastefully appointed dwellings. The majority of residents aboard the herd ship are Ithorian, but a small population of other species can also be found dwelling in the upper levels. Non-Ithorians often operate shops or other services for the Ithorian majority or visiting merchant ships.

Each vessel is home to a specific Ithorian herd—an extended tribe connected by tradition and intermarriage. The Ithorians, who worship the Mother Jungle, long ago vowed to keep their world pristine. They moved their tribes to great floating cities in the skies of Ithor, and eventually out into space. Each herd is an autonomous, self-supporting collective, governing itself and trading with planets along their course. The herds return to Ithor every three years for the Herd Meet, where matters of planetary import are decided upon, and Ithorians travel to their world's surface to commune with nature.

Nature is present aboard the herd ships as well. The lower levels of each vessel are given over to an expansive jungle habitat, grown from seeds and cuttings taken from Ithor. Immense ports of transparisteel can be opened to the sunlight of any nearby star, and during periods of travel in deep space, brilliant lights in the ceiling of the habitat simulate the light and energy of the Ithorian sun. Ithorians view their time in the habitat as a religious duty, albeit of a lesser quality than the true jungle of home. Non-Ithorians are not officially barred from entry into the habitat, given the pacifist nature of the Ithorians, but such an intrusion would be considered rude.

Trade is the primary occupation of those aboard a herd ship. Each vessel travels a particular course, unique to that herd, making port at planets along the way to trade. Vessels are welcome to dock with the herd ship, to bring aboard cargo or to do other business. Occasionally, freighter captains will “hitch a ride” by docking aboard at one port of call and remaining with the herd ship for a time, to depart at a later destination. The Ithorians refer to these passengers as Ph'thwyll, named for a variety of harmless fungus that attaches itself to the airborne seed-pods of the Johinuu tree. This name is, of course, only used privately among fellow Ithorians.

ITHORIAN HERD SHIP

These massive vessels, over 1,000 meters in diameter, were designed by the Ithorians as a home away from home. Based on the repulsorlift herd-cities of their native world, yet enclosed for space travel, each herd ship features an extensively-grown jungle habitat in its lower levels, featuring a complete and living ecosystem designed to simulate the jungles of Ithor. The upper levels of a herd ship feature the main city: the living quarters, starship landing facilities and workspaces. Herd ships are armed with four tractor beam projectors and twenty turbolaser batteries located around the outer perimeter of the vessel. A crew of approximately 3,000 Ithorians work constantly on the maintenance and operation of the herd ship, which also serves as the home of up to 10,000 additional Ithorians.

The ships travel the galaxy on a specific course and schedule, set by the individual herd, trading with varying ports of call along the way. All vessels return to Ithor once every three years, at an event known as a Herd Meet.



Hull Type/Class: Herd ship.
Manufacturer: Ithorian SkyYards.

Hyperdrive: Primary: Class 1. Backup: Class 9.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 3,000 officers, pilots, and crew.

Starfighter Complement: None.

Vehicle Complement: Numerous shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 75,000.

Passenger Capacity: 10,000.

Consumables: Three years.

Price/Rarity: 600,000,000 credits/9.

Customization Hard Points: 4.

Weapons: Ten dorsal and ten ventral turret-mounted medium turbolaser batteries (Fire Arc All; Damage 10; Critical 3; Range [Long]; Breach 3; Linked 1, Slow-Firing 1).

Four hull-mounted heavy tractor beam emitters (Fire Arc All; Damage —; Critical —; Range [Short]; Tractor 6).

SPECIAL RULE

Massive 2: When making an attack targeting this starship, the Critical rating of any weapons used counts as 2 higher.



JEDI SOJOURNER

During the final years of the Old Republic, the Jedi Order commissioned Kuat Systems Engineering (designers of the Delta-7 *Aethersprite* interceptor, fielded in large numbers by the Jedi) to provide them with a ship designed to carry Jedi Knights and their Padawans on long journeys of meditation and training. The Jedi would venture out into the galaxy, heeding the call of the Living Force, traveling to wherever that call led them. This would require a versatile starship, able to provide for the meditative and training needs of the Jedi, as well as drive, sensor, and defensive capabilities to meet any action required. The result was the Sojourner transport.

Similar in size to a light freighter, the Sojourner features areas devoted to a Jedi's meditation and training in place of extensive cargo capacity. Often the ships were sent out with a holocron on board, for use in lessons or research. Since the fall of the Order and the rise of the Empire, these rare ships have become even more rare—few are believed to have survived the Great Purge. Finding such a vessel (with or without an accompanying holocron) would be a tremendous benefit to any Mystic.

4	4	+1	2	-	-	2	3
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
			HT THRESHOLD				SS THRESHOLD
			24				14

Hull Type/Class: Transport/Sojourner.
Manufacturer: Kuat Systems Engineering.
Hyperdrive: Primary: Class 1. Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: One pilot.
Encumbrance Capacity: 20.
Passenger Capacity: 6.
Consumables: Three months.
Price/Rarity: 120,000 credits/8.

Customization Hard Points: 3.

Weapons: Forward-mounted twin medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Dorsal turret-mounted light laser cannon (Fire Arc All; Damage 5, Critical 3, Range [Close]).

MANDALORIAN PROTECTORATE "FANG" STARFIGHTER

A starfighter used by the Mandalorian Protectors, an elite group of warriors sworn to defend the Concord Dawn system, the Fang fighter is a formidable ship designed specifically for close combat. Featuring wings which pivot around the central cockpit, providing vector thrust control, the Fang is able to perform maneuvers few other fighters are capable of matching. The intimidating ship is armed with wing-mounted laser cannons and a proton torpedo launcher beneath the cockpit.

The legendary Fenn Rau personally trains all Protectorate fighter pilots, making the combination of pilot and vessel hard for anyone to match in battle.

3	6	+3	1	-	-	1	2
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
			HT THRESHOLD				SS THRESHOLD
			10				10

Hull Type/Class: Starfighter/Fang.

Manufacturer: Kuat Systems Engineering.

Hyperdrive: Primary: Class 1. Backup: None.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 175,000 credits/8.

Customization Hard Points: 1.

Weapons: Wing-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Forward-mounted proton torpedo launcher [Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6; Guided 2; Limited Ammo 6; Linked 1; Slow-Firing 1].

PUNWORCCA 116-CLASS INTERSTELLAR SLOOP

The *Punworcca* 116-class Interstellar Sloop is a solar sailer—a beautiful and ancient class of vessel that uses an immense sail to draw energy particles from surrounding space to power its hyperdrive.

The *Punworcca* 116 was built by the Huppla Pasa Tisc Shipwrights Collective on Geonosis, and was primarily designed as a personal yacht for the wealthy and important. It is not a practical vessel—it barely has room for 2 passengers in addition to the pilot (most owners tended to use a droid to pilot the ship), and not much cargo space. In addition, the huge sail can be an impractical method of travel, especially in dangerous regions of space.

Characters may encounter similar solar sailers when traveling in the far reaches of the Outer Rim and beyond, where older vessels are still occasionally used.

3	3	-3	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 2	1
			HT THRESHOLD	SS THRESHOLD
			20	15

Hull Type/Class: Sloop /*Punworcca 116*.

Manufacturer: Huppla Pasa Tisc Shipwrights Collective.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 20.

Passenger Capacity: 2.

Consumables: One month.

Price/Rarity: 240,000 credits/9.

Customization Hard Points: 2.

Weapons: 84 miniature tractor beam projectors, collectively forming a light tractor beam (Fire Arc All; Damage: –; Range [Close]; Tractor 2).

SPECIAL RULE

Let Out The Sail: When the *Punworcca 116* has its massive sail unfurled, its silhouette is increased from 3 to 5. Its port and starboard defenses are lowered from 2 to 0. Without the sail unfurled, though, the primary hyperdrive cannot be used. If the sail is damaged, the primary hyperdrive is inoperable, forcing the use of an extremely sub-standard class 15 backup drive.

SHEATHIPEDE-CLASS TRANSPORT SHUTTLE

A product of Haor Chall Engineering, the *Sheathipede*-class shuttle was a short-range transport shuttle, commonly used by the Trade Federation and the Confederacy of Independent Systems during the Clone Wars. It was primarily utilized to ferry passengers across a planet's surface, or between an orbiting starship and the surface.

The vessel is notable for a large topside fin, which enables it to bank quickly, and its curved, pincer-like landing gear, which gives it a somewhat insectile appearance. The passenger cabin is entered via an egress hatchway at the rear of the shuttle.

The *Sheathipede* has a somewhat smaller interior than the more common modern shuttles, only having room for a dozen individuals including the crew. This factor, along with the lack of armaments, has led the shuttle to be replaced by newer options, such as the *Lambda*-class. The *Sheathipede* is fairly well-armored, though, and built to withstand punishment, so it still can be found in use where such traits are valued.

4	3	+1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	4
			HT THRESHOLD	SS THRESHOLD
			25	15

Hull Type/Class: Shuttle/*Sheathipede*-class.

Manufacturer: Haor Chall Engineering.

Hyperdrive: Primary: Class 1; Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, one comms operator, and one engineer.

Encumbrance Capacity: 150 (without passengers).

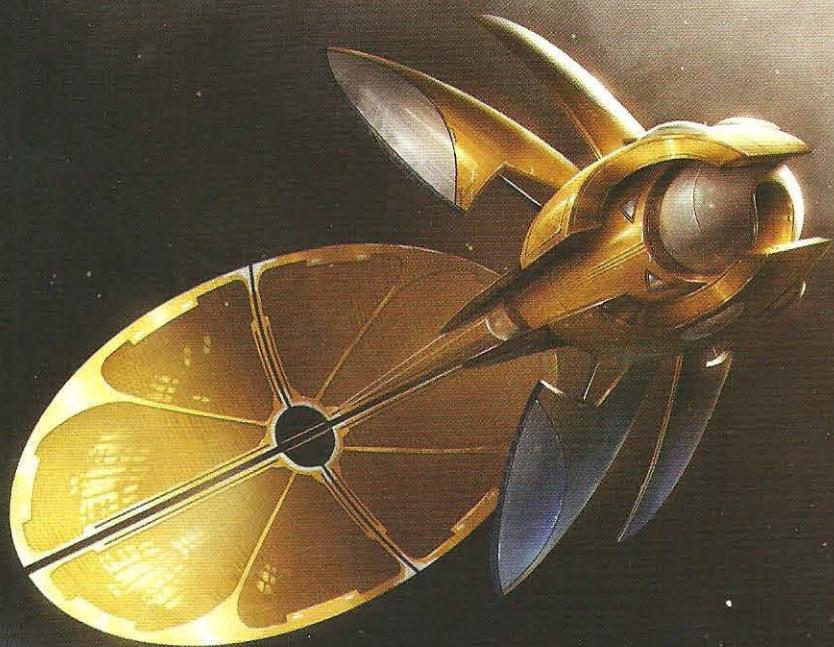
Passenger Capacity: 8.

Consumables: Two months.

Price/Rarity: 120,000 credits/6.

Customization Hard Points: 2.

Weapons: None.







GUIDED BY THE FORCE

*"The Force is in all things. In me, in you, in all of us —
and in the spaces in between, as well."*

—Margo Anell, Rebel Operative

Of all the characters in **FORCE AND DESTINY**, Mystics share a unique tie to the Force. They feel it in ways that others do not, feeling its will by instinct and natural affinity rather than by study or meditation. They do not come from one particular sort of environment or planet, but are present across the galaxy and in cities and wilderness alike. They can come from any background, any location, and any society, but still share a common bond through their ties to the Force.

This affinity with the Force does not make Mystics more powerful or even more knowledgeable than other characters, but it does grant them a different perspective on events. Where some characters see an unsolvable mystery, Mystics might see a call from the Force to investigate and uncover its secrets. Where some might despair, Mystics recognize that the Force can always find a path forward. However, this doesn't necessarily grant them the insight they need to unravel the mystery or forge ahead. That still relies on the skills of the characters and the ingenuity of the

players. Instead, Mystics keep the bigger picture in mind, remembering a large and interconnected galaxy of life.

This chapter helps players and Game Masters develop and run **FORCE AND DESTINY** adventures that feature Mystics and their unique themes and affinities. As Mystics often have special Force powers and techniques, Game Masters can find tips for bringing in and integrating these unusual skills. One such skill gets special attention in this chapter—alchemy, the craft of using Force-attuned material to create talismans and potions with special effects and powers.

The advice in this chapter can even be useful for non-Mystic characters, detailing unusual or narrative uses of Force powers, as well as offering guidelines for Game Masters running a campaign that features dark side Force users. These topics are of particular interest to Mystics, who often use the Force in ways that others would not, but they can apply to any character under the right circumstances.

HOW TO INTEGRATE THE MYSTIC

In most **FORCE AND DESTINY** games, different sorts of characters tend to pull the campaign in different directions. For example, characters who are good at combat tend to push campaigns more towards combat, just as socially-focused characters push campaigns towards more social encounters. After all, players want to participate in encounters that their characters are good at.

Balancing the ways different character types pull each other at the table can be tricky, but the Game Master needs to know how best to emphasize each character in their campaign without letting a given character overshadow the others. This chapter includes some specific guidelines on how to make Mystics fit into a campaign, both in terms of group dynamics and into larger narrative arcs.

MYSTICS IN GROUPS

The key to any successful **FORCE AND DESTINY** campaign lies in engaging the players. Creativity need not be the sole job of the Game Master, as players who feel in tune with their characters and the group are able to take an active role in creating the narrative or introducing their own plot points, which makes the game more fun for everyone involved. Ideally, the Game Master and the group address this issue both as individuals and together, by keeping characters in sync with each other's actions, roles, and views to create a dynamic whole for the story. Making sure Mystic characters fit in with the other PCs is vital, as is allowing them their own unique niche in the group. This section offers advice for making sure Mystic characters are able to shine as individual contributors to the narrative, without disrupting the ability of other characters to contribute in their own ways.

OTHER FORCE USERS

While all **FORCE AND DESTINY** characters are attuned to the Force, Mystic characters are defined by a particular affinity for it that goes well beyond that of their compatriots, and which informs their nature on multiple levels. Mystics often work with the Force in particularly overt ways. This can be because of their willingness to orate on it or guide others to it, as some Mystics who follow the Prophet specialization might do. It can also be because they wield incredible and especially impressive forms of power, in the case of the Alchemist and Magus specializations. This means Mystics can become the face of the group to outsiders at times, drawing attention as the flashiest and most obviously Force-sensitive figures within it.

At the same time, Mystics' relationships with the Force can also be exceedingly subtle. Mystics define themselves not only by how they wield the Force, but by their instinctive and intuitive grasp of it. Mystic characters are more likely to be interested in visions and other subtle signs of the Force's will, and more willing to take a leap of faith when the situation demands. Further, while Mystics can be leaders and demagogues at times, they more commonly guide others. This is especially the case with Mystics who follow the Advisor specialization.

This potential to be both a blazing beacon of Force prowess as well as a secret source of wisdom and guidance is inherent to all Mystic characters, although some lean more towards one side of the divide than the other. As a result of their special abilities and ties to the Force, Mystics are able to operate in very different ways from each other or across different situations. Understanding this duality is key to allowing Mystics to fit into a group's structure and plans. Some Mystic characters tend to be more subtle or more overt, but all of them have the potential to be both in turn. The Game Master should keep track of which ways the players of Mystic characters prefer to handle things, so they can offer them challenges that suit their chosen style of play.

For instance, Mystic players who seem to blast down every door with a Force power should be given the chance to showcase their powers regularly, such as by facing off against powerful enemies or being placed in front of impressionable crowds. Mystics who rarely reveal themselves should be allowed opportunities to continue operating from the shadows, finding other characters who need advice or who can be manipulated.

At the same time, the Game Master should avoid portraying the Mystics' bond with the Force as being better or more important than another character's approach. One way to do this is to emphasize the limits of their more ethereal, mysterious understanding, where appropriate. When operating on an Imperial-held world, not only are obvious Force powers a liability, but the population may be suspicious and distrustful of outsiders. Even those locals who resent the Imperials may be fearful of ISB sting operations or loyalty tests. This makes many tools common to Mystic characters risky to use, as they usually rely on the Force or on their ability to work through others.

However, other characters may have more to offer in such a situation. Sentinel characters could more effectively infiltrate such a planet, and might be able to help others pass through security undetected, while Warriors or Guardians can fight their way out of trouble if things go wrong. Mystic characters can still contribute to the group's goals on such a world, but they would need to take something of a backseat, or at least judge their actions carefully.

The most important thing to aim for in such moments is to set matters up to make it feel like all characters are contributing equally over the course of the adventure. The goal should be to make all characters feel effective and interesting in their own way, so that each character has their time in the spotlight, whether Mystics, Consulars, or anything else. Some specific examples of encounters and adventures that allow Mystic characters to shine are found on pages 72 and 75, which can be used as they are, or serve as inspiration for new and custom adventures.

GROUPS WITH MULTIPLE MYSTICS

The presence of multiple Mystics in a group of PCs can make planning adventures simpler in some ways, but more complicated in others. Mystic characters share many similarities that allow the Game Master to more easily focus on elements that appeal to and engage them effectively. Some of these similarities are thematic, dealing with the way Mystics use their intuition and natural grasp of the Force, and are discussed in depth on page 68. However, many of them also tie in with game mechanics.

The career skills and talent trees available to Mystic characters emphasize the Presence and Willpower characteristics, making almost all Mystics effective in social encounters, since social encounters tend to rely on skills linked to those characteristics. As such, groups with several Mystics are both effective in such situations and able to engage in a high level of character participation when they occur. The Game Master should make use of these advantages when designing adventures, as such groups often benefit from a high proportion of such scenes. Mystic-heavy groups can also benefit from other scenes that test their common strengths in a similar way, such as ordeals and trials that require mental fortitude to endure.

While the common strengths and focuses of Mystics can allow adventures to more easily cater to multiple characters in some ways, the Game Master should also find ways to highlight what makes individual Mystic characters unique. Allowing different Mystic characters different opportunities in shared scenes can help, as can providing unique encounter elements for different characters.

For example, in a social encounter, Makashi Duelists might be inclined towards showmanship or intimidation over the quiet, behind-the-scenes actions of Advisors. If the Game Master provides different NPCs for characters to engage with their own approaches, the scene as a whole becomes richer and more complex. Outside of social scenes, Makashi Duelists might relish the chance to display the flourishes of their combat techniques, while Alchemists benefit from a chance to study new Force mysteries and relics.

SKEPTICS AND THE FORCE

Sometimes, Mystic characters' bonds with the Force can lead to disagreements within the party, especially if there are other characters who do not trust in instinct, intuition, or the Force itself. In some cases, these disagreements are purely in-character disputes that can add dramatic conflict to a game while still allowing the narrative to move forward. After all, heroes in the *Star Wars* universe do not always agree on everything, even as they work towards a common cause. Han Solo began his career working with the Rebellion by scoffing at the Force and Luke Skywalker's Jedi training, but was still a valuable ally to Luke and his Rebel friends.

However, at other times, these disagreements can slow down the pace of the campaign or even cause disagreements between players, rather than simply their characters. In order to avoid these sorts of problems, the Game Master should make sure to engage in open discussion with the group before the campaign on this topic in order to get a sense of each player's expectations and desires. The following sections detail specific areas from which contention can arise, either in terms of early expectations or over the course of gameplay. By investigating these possible problem areas and talking them over with the group, the Game Master can avoid potential conflicts between players.

CHARACTER TYPES AND GROUP COMPOSITION

The presence or absence of any non-Force-using characters in the group can greatly affect how the party at large views the Force. If some players are using characters from **EDGE OF THE EMPIRE** or **AGE OF REBELLION**, or if a player is bringing a Mystic from **FORCE AND DESTINY** into a campaign largely full of such characters, the party approach to the Force can easily differ from a campaign featuring only **FORCE AND DESTINY** characters.



For example, if a game primarily involves characters from **EDGE OF THE EMPIRE** and **AGE OF REBELLION**, the Force is a more distant, abstract element for most characters. Even if one or more PCs can make use of Force powers, the other characters can only engage with them based on their own perceptions. These non-Force-sensitive characters will never see visions of distant places or futures, and their perspectives tend to focus more on the here and now. **EDGE OF THE EMPIRE** characters are usually more interested in paying their debts, watching their backs, and hopefully making a profit than in moral quandaries or crusades, which can put them at odds with anyone who must engage with the struggle between light and dark.

While **AGE OF REBELLION** characters might share a concern about good and evil with their Force-sensitive comrades, they are more likely to frame their views in terms of political will or military resources than some ethereal balance across the cosmos. As such, when Force-sensitive characters are in a campaign primarily involving non-Force-sensitive characters, the Force often takes a backseat thematically to other elements of the *Star Wars* universe. In these circumstances, it often becomes more of a tool towards the group's ends than a guiding philosophy that informs those ends.

A campaign that is mostly comprised of **FORCE AND DESTINY** characters with a few exceptions might instead have to deal with making the Force relatable to the characters not inherently attuned to it. Characters who cannot feel or connect to the Force need to have their own reasons for working with the group in order to participate effectively in the campaign. The characters might be searching for meaning, profit, or power, but whatever they want, the group should work to explain why these characters believe they might find it together with everyone else. Rumors of the power of the Force and the Jedi might draw all kinds of interest, as could more mundane connections, such as social ties or shared causes and beliefs. Without such motivation, these characters can flounder, lacking a way to meaningfully engage with adventures. These characters might feel detached from the other characters, but no players should feel like an outsider to the group.

Finally, even in a campaign that entirely consists of **FORCE AND DESTINY** characters, characters may not all view the Force in the same way. While Mystics are usually fully in tune with their own Force sensitivity, other characters may not be entirely aware of, or comfortable with, their powers. Force-sensitive characters who do not understand or accept their abilities, or even those who view their power as a tool instead of a bond with the Force, can bring many of the same concerns as non-Force-sensitive characters. In these cases, the Game Master can adapt the preceding advice that best fits the situation. For example, the Game Master could treat a group largely comprised of Force-sensitive agents of the Rebellion as if it were primarily **AGE OF REBELLION** characters, provided the majority concern was the struggles of the Rebel Alliance and not Force mysteries. Similarly, a Force-sensitive huckster and scoundrel might be some variety of Sentinel, but is more likely to fit into a group dynamic like an **EDGE OF THE EMPIRE** character.

THEMATIC FOCUS AND CHARACTER INCLUSION

Integrating Mystics with non-Force users requires balancing a focus on the Force with the need to highlight characters who cannot connect to it. A good **FORCE AND DESTINY** campaign focuses on all characters involved, and making the Force a central issue for the campaign can sideline non-Force-sensitive characters. On the other hand, downplaying the presence of the Force limits the opportunity for Mystics to shine, since many narrative elements central to the career rely so heavily on it. Finding an appropriate middle ground, such as by alternating adventures or encounters to shift the campaign spotlight, can be crucial. The Game Master can help with this include elements in every adventure the group goes through that are appropriate for each party member.



As an example, in a group with a slicer, the Game Master might allow the group to frequently gain an advantage by bypassing electronic locks or security. If an adventure requires going to a planet with little advanced technology to track down a relic of the Jedi, such a character could end up on the sidelines if the Game Master does not find a way to include them. Adding an element to the adventure such as technologically advanced opposition after the same goal might address this issue. This sort of solution places a non-Force-sensitive character in a position to help with goals themed around the Force, and protects the character from exclusion even in an adventure well outside their normal area of expertise. Similar solutions are possible with other character types, if the Game Master makes sure to look at what those characters do well, and provides opportunities for them to exercise those skills.

The ratio of skeptics and non-Force users to Mystics can have a serious impact on how to structure the balance of the campaign. In a campaign primarily composed of non-Force users, or even Force users who do not fully trust or embrace the more mysterious elements of their powers, focusing too much on intuition, visions, or other similar elements can alienate those characters and their players. By the same token, in a campaign where the group is primarily Mystics, Consulars, and other highly Force-attuned characters, shying away from those elements denies those characters a chance to do what they do best. A party with a relatively even spread across the divide has some leeway, but also has more characters who can feel out of their element at once.

For many *Star Wars* fans, keeping mystical elements closely entwined with military, political, or even criminal ones is key to the feeling of the universe, but juggling so many different parts to an adventure can be overwhelming, so the Game Master should feel free to divide them as needed to make their work manageable. This Game Master can do this by focusing alternating adventures or encounters on each of these different elements. This means that no element of the *Star Wars* universe remains in isolation for long, as the characters go from dealing with crime lords in one adventure to Rebel agents in the next, and then escaping from the traps in an ancient Sith ruin in the next.

As an alternate or even additional means of varying the elements involved in the campaign, the Game Master can keep a diverse stable of recurring characters ready for use in different adventures. If the PCs meet a memorable bounty hunter in one adventure dealing with the galactic underworld, encountering the bounty hunter again on a jungle world known to be strong in the Force keeps the themes from the previous adventure present, even if the bounty hunter is pursuing a trophy beast instead of a fugitive. Similarly, a contact from the Rebellion who trades favors with the group keeps them in touch with the struggles of the Rebel Alliance, even if the immediate adventure does not focus on military conflicts.

As a general rule in such situations, the campaign should tilt the focus of most adventures and encounters towards whichever side holds the majority, but should include plenty of interludes and changes of pace to keep the other side engaged. In a long adventure focused on the Force, the Game Master should be sure to include several encounters where non-Force users can shine throughout, and if the campaign has had the past several adventures focus on less supernatural elements, inserting an adventure built around the mysteries of the Force can keep things fresh.

THE LIVING FORCE AND THE CAMPAIGN

While Mystics are not alone in attunement to the will of the Force, Mystic characters may benefit more from prominent use of the Force as a narrative element than other careers, given their particular focus. As Mystics are the characters who most frequently employ the Force in mysterious, magical-seeming ways, they often take the foreground when the campaign features such elements. Other character types can benefit from the inclusion of these elements as well, but Mystics—especially the Alchemist, Magus, and Seer characters—are the most likely to engage with them to the fullest extent. The following sections detail some advice on how to incorporate the Force as a major element of the campaign's narrative, especially its more mysterious aspects.

USING VISIONS

Visions are one of the most common ways for the Force to appear as a narrative element in a *Star Wars* story. Characters in **FORCE AND DESTINY** invoke the Force frequently through the use of their abilities, but a vision is a chance for the Game Master to get the Force involved in a way that prompts player action instead of waiting upon it. Overusing visions can make them seem mundane and uninteresting, but used sparingly over a campaign, they can lead to exciting and memorable adventures that keep the players invested in the universe. Furthermore, Mystic characters are often appropriate characters to use to deliver a vision to the party, but any Force user can receive one, so the advice below is relevant to any **FORCE AND DESTINY** campaign.

Visions often come to characters when they are at rest or particularly open to the Force, whether meditating, sleeping, or visiting a verge. These circumstances lend themselves well to one of the primary narrative uses of visions, which is to deliver information that prompts a new course of action. The Game Master can easily provide visions in the downtime between adventures as the characters rest, and can be a great way to start off a new story arc for the party. Visions that arrive in the middle of an adventure are usually best left smaller in scale, or else provided at an interlude, to avoid disrupting the pacing of events too much. However, a vision that causes a character to re-evaluate their current situation can be a great dramatic beat, as when Luke Skywalker had to choose between acting on his vision of Cloud City or continuing his training on Dagobah.

Timing visions for maximum impact is only one part of using them effectively. The nature of what the vision reveals is also an important factor. The Force can provide insight into events happening in distant times and places, but it is rarely precise or definite. A vision may show only hints or glimpses of important events, or it might show a future that has no certainty of passing. The Game Master must balance keeping the vision informative enough to be useful with avoiding constraining player actions. A heavy-handed warning of doom can rankle players who prefer to set their own agenda, while showing a seemingly-unavoidable crisis means either limiting the players' actions or making the vision feel unreliable when they avert the danger. The best visions open new options for the players, and encourage them to investigate the vision without locking them into any single approach or response.

The key to enabling this player freedom is through leaving the vision open to interpretation in some way. The famous Jedi prophecy of the Chosen One presented clear stakes, but left room for doubt as to the identity of the Chosen One, or even if the prophecy was accurate at all. A similar in-game prophecy could reveal a great potential reward or danger, but make it unclear how to bring it about. Instead, it might hint at other circumstances that need to line up to enable the future it describes. Investigating the possibilities in the vision could last for many adventures, but the uncertainty also allows players the freedom to decide that the vision is simply one of many possibilities, and not worth pursuing if it does not appeal to them. This approach also leaves the Game Master free to improvise if the campaign takes an unexpected turn. The future in *Star Wars* is always in motion, so the Game Master should account for a wide range of possibilities, not just specific plans.

THE WILL OF THE FORCE

Many campaigns can make use of the notion of the Force as an active participant in events, almost as a character of its own. It seeks to shape events towards certain goals, and to move other characters towards specific actions. Characters in the *Star Wars* universe generally refer to this as "the will of the Force," although few even approach understanding its scale. The true will of the Force is mysterious, and perhaps beyond the understanding of any individual.

However, in a **FORCE AND DESTINY** game, the Game Master generally needs to have some idea of how to use any given narrative tool or element. If the Game Master does not have a clear idea of how the will of the Force should fit into the campaign from the start, it may end up appearing contradictory or arbitrary in how it unfolds as time goes on. In practical terms, this means the Game Master should generally have a plan for how to handle the will of the Force in game if including it as a narrative element.

THE FORCE'S GOALS

Deciding how to use the Force doesn't necessarily mean deciding or knowing what the Force specifically wants, although the mysterious nature of the Force does leave that freedom open to the Game Master for their particular campaign. If the Game Master does choose to go down this path, the Force's goals should remain large enough in scope to still feel mysterious and continuous. Creating a single, finite end-point for the Force to be working towards, such as a particular event, might seem tempting, but can seriously disrupt the campaign. It risks making all other conflicts and goals seem small or irrelevant should the players learn of it, leaving little room for side stories and downtime in the campaign. It also means that if the players do manage to achieve this goal, the narrative might feel resolved, and leave attempts to continue past that point unfulfilling. If the Game Master instead chooses a broad or abstract goal for the Force in the campaign, the characters can make measurable strides towards that goal without running out of possibilities for new adventures.

RECURRING THEMES

It can also mean setting up repeating themes during adventures, such as the conflict between light and dark, freedom versus tyranny, or the testing of characters and their ideals. Characters who encounter these sorts of stories playing out across the galaxy as they travel might see them as part of a larger meaning, and the Game Master can encourage this by couching visions or the effects of vergences in these terms.

For example, if the Game Master has decided to emphasize the theme of freedom opposing tyranny, the characters might find a mysterious figure in a verge claiming to offer them great power if they swear allegiance to the Empire and give up their independence. This figure would simply be a manifestation of the Force, rather than an actual Imperial agent, but could be a great source of dramatic conflict if the characters find themselves genuinely tempted by the offer. There could even be consequences from whatever decision they make, as the Force recognizes their choice. This could range from purely narrative considerations, such as further Force phenomena recognizing them and their decisions, or it could impact the characters mechanically. Giving in to selfish or tyrannical decisions is easily worth Conflict—possibly a great deal of Conflict for significant decisions that define a story or character arc.

At the Game Master's discretion, the characters might gain access to greater results when calling upon Force powers that support the themes of the game and the decisions the characters make. This could be represented by the granting of additional experience points that can only be spent on certain talents or Force powers, or by the addition of extra 1 to checks to activate Force powers in thematically appropriate situations. If the players choose to engage with these incentives and make use of such benefits, the Game Master can easily steer the campaign toward themes that match a particular vision of the Force by encouraging the players to act out those themes. However, this approach might feel heavy-handed or controlling to some players, so the Game Master should discuss it with the group before resorting to these sorts of effects.

FOCUS ON THE CHARACTERS

The will of the Force could even simply be a reason for the characters to approach new adventures with their own hooks. In this case, the will of the Force becomes a reason for the characters to be able to engage with whatever their players find most interesting about *Star Wars*. When using this approach, the Game Master should regularly discuss plans with the players, and ask what they most want to see in the campaign. Once the Game Master knows what the players want to see, they can bring the characters into situations that involve those elements through any method they feel appropriate, up to and including visions or other mysteries of the Force directing them toward the new adventures. In this approach, the Game Master can present the Force as taking a more direct interest in the characters, instead of in abstract, galaxy-wide concerns. After all, the Force is present in all living things, not just on a cosmic level.

A FLEXIBLE APPROACH

It is entirely viable for a Game Master to mix and match approaches, or to switch from one to another within a single campaign, so long as the players remain engaged with the narrative. Consistency helps with this, but if a given approach isn't working for a particular group, sticking to the plan is simply doubling down on a problem. If the Game Master notices the players seeming disinterested or frustrated, they should discuss it with them between sessions and ask whether a new approach is in order.

Experimenting with a new idea or changing course entirely can be necessary at times if the campaign is beginning to feel stale or unsatisfying. Thankfully, the same mysterious nature of the Force that gives the Game Master a chance to define it for a given campaign also makes it easy to excuse changes in approach. If things feel out of place after the change, the Game Master can present the change as an artifact of the characters' limited understanding of the vast scale on which the Force operates. Such a shift in the campaign's gears could even be a focus for a new adventure or story arc about an actual change or cycle in the Force, where its nature or effects change for the rest of the campaign.

THE FORCE AS MAGIC

Most Force users call upon their power in subtle ways, moving small objects, influencing weak minds, or perceiving things that others cannot see. Even more obvious displays often merely take these feats to a more impressive level, such as when Yoda lifted Luke's X-wing, or they enhance capabilities even non-Force-sensitive beings have, such as granting preternatural reflexes or allowing incredible athletic feats. Mystics often break these rules, displaying their knowledge of the Force in ways that are obviously supernatural. Other characters are capable of such feats with the right Force powers, but Mystics excel at them, especially Alchemist or Magus characters.

Including these magical-seeming Force effects in a game of **FORCE AND DESTINY** can have a significant impact. For some players, the tone of the game can change with the inclusion of such powers, making Force-users feel more divided from other, more grounded elements of the *Star Wars* universe. This is not inherently a bad thing, nor does it occur in every group. Instead, it is important for the Game Master and players to discuss how the group approaches the Force and what their players enjoy about it. If necessary, this might mean downplaying the more supernatural elements of the Force in a campaign, but it usually helps enough if everyone is on the same page with their expectations, rather than needing such drastic action.

The use of such obviously supernatural power can have an effect on the narrative of the campaign as well. For the most part, using these powers has a similar effect to any other obvious display of Force sensitivity, leading to increased Imperial attention. Powers associated with the dark side of the Force might lead to a different sort of attention than normal, however, with the Empire hoping to recruit the characters rather than eliminate them.

In addition, cultures and individuals normally sympathetic to Force users might be less friendly to those who don't match their understanding of what it means to be Force-sensitive—an understanding usually shaped by the Jedi, who rarely used such arts. On the other hand, cultures with a different understanding of the Force might more readily welcome outsiders who show themselves less bound by foreign traditions, opening pathways that might otherwise remain closed to the PCs. If the players are interested in exploring views of the Force outside the lens of Jedi and Sith, then following a Mystic character's lead can be a good start.



MYSTIC ENCOUNTERS

While not quite enough to warrant a full adventure, several encounters tailored to the Mystic's specializations are described below. They can be used as interludes, side events, or subplots in larger adventures, and Game Masters are encouraged to further develop and integrate them as suits their campaign.

ADVISOR

During downtime in a cantina or similar venue, the PCs overhear a conversation between a notable politician and a confidante, in which the politician relates sensitive problems among her constituents. The politician earnestly wants to help with a number of concerns in her district, but fears that enacting drastic reforms would invite scrutiny from the Empire, or even get her targeted as a Rebel agent. While listening, it becomes clear that this local leader is in way over her head in terms of the problems and opposition she faces, but also that she would not welcome strangers simply butting in with an offer to help. However, a light touch, such as that offered by a crafty Advisor character, might be able to convince the politician to allow the PCs to assist. A character who convinces her of their good intentions as well as their ability to solve problems might earn the trust of a powerful and well-placed ally.

Of course, approaching the politician and earning her trust is only one part of the equation. The characters must also solve the problems plaguing her administration to prove themselves, and do so in a way that does not invite further attention or controversy. It could even be possible to address these problems secretly, before making contact with her, in order to have a more convincing case for the group's competence on hand. However, the biggest problems plaguing the constituency are neither simple nor straightforward. First, a portion of the citizens in the district have mobilized into something resembling a gang or militia to advance some loathsome interest, such as human supremacy over other species, or support for the more extreme Imperial policies and actions. Their actions skirt the bounds of legality, and they have been intimidating other citizens away from advancing their own causes, but the politician lacks the cause to have them arrested, and lacks the political will to condemn them. If the players could covertly rally the other constituents towards solidarity against this fringe, or quietly push some of the extremists to back down, this would greatly relieve pressure on the local leader.

Complicating matters is the possibility that one or more officials within the politician's administration are working with the hostile movement, providing them with help avoiding law enforcement and other support. These other politicians might be believers in the cause, or they might be trying to undermine their superior in hopes of claiming her position. Either way, their support would be actionable, but only if it could be proven. The PCs might need to eavesdrop on a meeting between the movement and their secret patrons, or to subtly rattle suspects in the hopes that they give the game away.

RESOLUTION

If the PCs can remove the weak links in the politician's administration and dampen down support of the extremist movement without causing further uproar, lives in the politician's district should become much safer and happier overall. If they are further able to earn the politician's trust while doing so, they gain an influential ally, and maybe even a base of operations within her sphere of influence.

ALCHEMIST

When the PCs seek out or encounter a collector of antiquities and oddities rumored to traffic in Force-attuned items, they find the character behaving in a strange and aggressive manner. His shop might have recently shifted to irregular hours, or he might be actively discouraging visitors, even those who could help him with his collection. His change in behavior appears recent, especially if the PCs take the time to inquire among past associates. The cause is not clear from the outside, especially as the collector was secretive even before his recent turn towards extreme belligerence.

What is not immediately apparent is that this collector's most recent acquisitions included a malignant relic of the dark side that has been influencing his behavior. The longer he has this item in his possession, the stronger its hold grows, and the more obvious it becomes that something is seriously wrong. The PCs could uncover this by tracking down the collector's past business dealings and finding what sort of items he was receiving, or a particularly sensitive PC might be able to detect the emanations of the relic from the collector's back room or home while dealing with him. He is fiercely possessive of the relic, however, and refuses to so much as acknowledge its existence to others for fear they would attempt to steal it from him.

An Alchemist PC is the perfect expert to deal with this problem and help restore the collector to his senses, and such a character could help deal with the problem in a number of ways. Through an Alchemist PC's expertise, the players might be able to find a way to nullify the relic's influence. There might be a ritual through which the PCs can directly confront the dark side presence in the artifact, uncovered by the Alchemist's research, or they might be able to craft a talisman that temporarily nullifies the relic's power, allowing the PCs to confront the collector with what has happened to him. It might even be possible for an Alchemist to appeal to the collector on shared ground and experiences to break through the relic's hold and discuss things frankly, although this could backfire if the collector thinks the Alchemist character is after the relic for himself.

RESOLUTION

Once the Alchemist has found a way to stop the relic from influencing the collector, the characters must decide how to deal with it. Destruction of such a dangerous object might be an obvious choice, but it may have other significance and

value beyond the dark side power, or it might be extraordinarily resilient. The PCs might be able to let the collector persuade them to take it for safekeeping, but it would surely attempt to corrupt them as well. Depending on what the Alchemist is able to learn about the relic, there might be some way to safely contain or cleanse it, or they might need to return it to its point of origin in an ancient tomb, where it can rest undisturbed once more. At the Game Master's discretion, dealing with the relic could be the launching point for an entire adventure.

MAGUS

While working with a group sympathetic to Force users, such as the Rebel Alliance or certain cultures such as those of the Mirialans or Kel Dor, an important NPC ally takes issue with the powers wielded by a Magus PC. The ally could be afraid of such overt displays of the Force, either from superstition or out of fear of Imperial attention, or they could consider the powers to be an aberration, not a natural part of the Force.

Ideally, the issue should arise after the Magus reveals their particular powers in front of the character during a tense situation. For example, if working with the Rebellion, the NPC could be a team leader who becomes spooked during a covert mission against the Empire. The PCs must find a way to convince their ally that neither the Magus nor their powers are a liability, and to smooth over the sudden fear and doubt that the display inspired.

RESOLUTION

As a short-term encounter, this event could potentially be resolved quickly and without too much fuss, but how the PCs approach it could have a long-term impact. If the PCs make good arguments and are effective in persuading their ally about the worth of the Magus' power, then they may smooth over future incidents, or even gain future work for the Magus' abilities. However, if they are belligerent or defensive, or if they rely on external pressure to quell the argument, the NPC could become a recurring thorn in their side, spreading their doubts to others and questioning the worth of the PC group.

MAKASHI DUELIST

A powerful crime lord learns of the Force abilities of one or more of the PCs, and decides to blackmail them about their powers, threatening to reveal them to the Empire. The crime lord chooses his targets from those PCs who appear weak or unthreatening, especially characters who prefer diplomatic solutions to problems. Any attempt to negotiate with the crime lord or his enforcers soon makes it clear that the PCs in question are being targeted because their lack of combat prowess makes them seem like easy, vulnerable targets who rely on others to fight for them.

Even the company of a powerful warrior like a Makashi Duelist doesn't make these characters appear strong in their own right in the simple worldview of the crime lord. As such, while a Duelist character could probably teach

the crime lord and his goons a stern lesson, it might simply reinforce the perception that the other characters cannot fight their own battles in the eyes of any observers. The Duelist must find a way to help their friends prove their strength in their own right, in order to scare off the crime lord and those like him for good.



RESOLUTION SEER

Proving the strength of the other PCs could take any number of forms. If the other characters lack the combat prowess to easily show up the enforcers sent after them, the Makashi Duelist could assist indirectly or through a ruse, such as by impersonating the other characters in order to make them seem more skilled in battle. The Duelist could even stage a fight with the other characters and deliberately lose, using the Makashi style's flair for theatrical fighting to sell their opponents' skills instead of their own.

PROPHET

After the group accomplishes something noteworthy and heroic in front of witnesses, word spreads to a group who decide the PCs are good role models. This group could be the witnesses to the characters' actions themselves, or they could have heard the story secondhand. Either way, they now seek to act as they believe their idols would, entangling themselves in difficult situations, or even manufacturing them, and attempting to cut dashing, heroic figures. Unfortunately, they are woefully under qualified for the job, and a little too enthusiastic about it. They're likely to get themselves, and possibly others, badly hurt.

When the players hear of these potential disciples, it becomes the perfect moment for a Prophet character to guide these would-be heroes to a better path. If the PCs live up to the idealized notion their new devotees built of them, then they could be a ready-made group of new contacts and followers. However, if the story or memory of the PCs' actions get out of hand before the characters return to sort things out, then the characters may have to prove that they are who they say they are in order to secure the loyalty of these followers.

What's more, this new group only has their own notion of what being a hero is like, and it may conflict with the group's sensibilities. If the heroic deed of the group involved resisting Imperial oppression, the newer heroes might be drawing more attention than even the PCs can deal with. If the characters faced down enforcers from a crime lord to stop racketeering, their emulators might be trying to stop all criminal activity in their home neighborhoods without consideration for collateral damage, or they might not recognize where a particular criminal is violating an unjust law to support the needy.

RESOLUTION

Ultimately, the group, and especially any Prophet character who is willing to take on the responsibility, needs to take a hard look at the actions of these hopefuls and decide if they are rough and unpolished, but with the potential to help, or simply troublemakers with good intentions. If the characters think their imitators really can make a difference if given the chance, then they need teaching and guidance, something best provided in person by a Prophet character or other patient instructor. However, if the group thinks these newcomers are beyond help, or that polishing them up would be more trouble than it is worth, it could take the silver tongue of a Prophet to convince them to stand down and return to the lives they lived before.

Contacts of the PCs request the group's aid in some delicate negotiation, perhaps relying on the characters' reputation or past impressions they made on the other side of the bargain. Things seem to go smoothly at first, until a Seer PC receives a premonition of danger from the Force. This cryptic warning does little to identify the source of the threat, but makes it clear that continuing the negotiations as planned places the group, and possibly others, in great peril. There could be hints of a dark side Force user being part of it, or Imperial agents seeking to disrupt the negotiations.

If the Seer wishes to act on their vision, they must alert the other PCs and any trusted associates of the peril, but must also balance the value of the negotiations against any disruption caused. Even if continuing them as planned seems like a poor call, angering one or both of the sides at the bargaining table is likely undesirable.

Instead, the Seer should seek out the secret danger that threatens the conference, or contrive a reason to suspend negotiations until they learn more of the threat. If the Seer believes that everyone would trust their premonition, they could even reveal it as a reason to hold off the negotiations. However, if the danger comes from within one of the bargaining groups, they risk alerting the guilty figures and allowing them to escape, or even spurring them to strike.

RESOLUTION

This encounter works best as part of a larger ongoing plot, in order to emphasize the stakes at hand. The negotiations can be anything pertinent to an existing adventure, but the threat can be a new complication as easily as a known risk.

If the Game Master chooses to use this encounter to complicate another adventure, they should make sure they have a solid idea of what the danger might be before the Seer receives the warning. Without a clear plan for the threat hanging over the negotiations, the Game Master cannot effectively run any investigation the Seer might conduct into it, nor can they provide the consequences should the Seer's efforts fail and tip their hand. The threat should usually be something personalized to the characters at the table, but in a pinch, saboteurs from the Imperial Security Bureau are a good fallback for this sort of situation. The ISB is always eager to use divide-and-conquer tactics on threats to the Empire, and might have a deep cover agent in one or both sides working to upend the negotiations.

MYSTIC ADVENTURES

In the current galactic era, the Empire ruthlessly suppresses knowledge and understanding of the Force. However, no amount of firepower or troop strength can stop the rise of new Mystics, drawn to enact the will of the Force. A new generation of Force adepts is always rising, and with them, the potential for new and incredible adventures.

Mystics must move carefully, not only to avoid the Empire's attention, but to avoid a misstep as they seek to unravel the cryptic guidance of the Force. Still, the results of their efforts with the Force as their ally are undeniable.

When designing adventures for Mystics, Game Masters should keep in mind that Mystics are often masters of the indirect approach, using the subtleties of the Force and their ability to understand and direct others to accomplish their goals without obvious or direct involvement. As such, when designing adventures centered around Mystic characters, the Game Master should provide ample opportunities for these characters to make use of their abilities in ways that give them a clear challenge and an important role, but don't force them into a full spotlight—unless that is what the players want. If the players come up with a clever way to leverage their skills and knowledge to solve a problem indirectly, the Game Master should generally allow it to succeed and reward the players for their creativity.

Subtle or mysterious tricks are the heart of the Mystic's trade. While the *Star Wars* saga is full of overt spectacle and action, there is plenty of adventure material that can be used to inspire a Game Master when designing adventures for Mystic PCs. The strange works of Mother Talzin and the Nightsisters of Dathomir are great inspiration for both Magus and Alchemist characters, while Yoda's quiet guidance on Dagobah or even Palpatine's manipulation of the Galactic Senate are great examples of how an Advisor character can be memorable and interesting while working with others. The mystics of Lasan and their unusual Force practices exemplify how a Prophet might fit in with a Force-aware culture, and any number of examples of visions and prophecies exist in the *Star Wars* galaxy at large that show the power of the Seer, or even the Cosmic Force that guides the Mystic in general.

Players should always remember that the Force is everywhere, not just in vergences and lightsabers, but in the subtle movements of destiny and the simple interactions of all living beings.

MYSTIC ADVENTURE SEEDS

Adventures for Mystics can involve a diverse range of circumstances and events across the galaxy. Game Masters should feel free to use the following seeds as springboards to fully fleshed-out adventures or even entire campaigns.

A WORTHY RULER

The PCs receive a message from Faleer Ayast, an advisor to the newly-crowned monarch of the Mid Rim world of Alun. The world is notable for its isolation from the galaxy at large, including a lack of Imperial rule, as there are no convenient hyperlanes to the planet from other inhabited systems. The royal family of Alun has a long history of popular support on their world, but the new ruler, Queen Cheraama, is young and inexperienced. While she earnestly wants to better the lives of her people, she has little understanding of how to do so, and her attempted reforms are causing more harm than good. As the queen's attempts at reforming her world's trade partnerships and local industries continue to backfire, some of the planet's population are beginning to feel that Imperial governance might better serve their needs. Advisor Ayast fears what this might mean for the planet's freedoms, as well as for the monarch he serves, and hopes the PCs can assist the queen in sorting out her planet's problems.

If the PCs accept Faleer Ayast's invitation to visit Alun, he arranges for them to arrive discreetly and join the palace staff. From there, they can investigate goings-on at court, visit the capital city and other locales on the planet to assess popular sentiment, and learn more about the queen herself. They may wish to convince Faleer to let them advise the queen directly, although he is unlikely to acquiesce unless they have already proven themselves. Fortunately, there are plenty of opportunities to do so elsewhere on the planet.

Alun's two main sources of unrest are widespread poverty and the rising tide of pro-Imperial sentiment. Although Alun has significant natural resources, they are largely untapped due to the difficulties in exporting them through the convoluted hyperspace routes that pass for contact with the rest of the galaxy. This has made Alun dependent on outside help for much of its development, but granted it little to offer the rest of the galaxy. The PCs could help by drawing on their contacts to spur external trade, or by exploring the significant wilderness on the planet for resource deposits that could benefit the local population. They could even attempt to chart a new hyperspace route that would allow Alun easier access to other worlds, provided the group has a starship and a skilled astrogator.

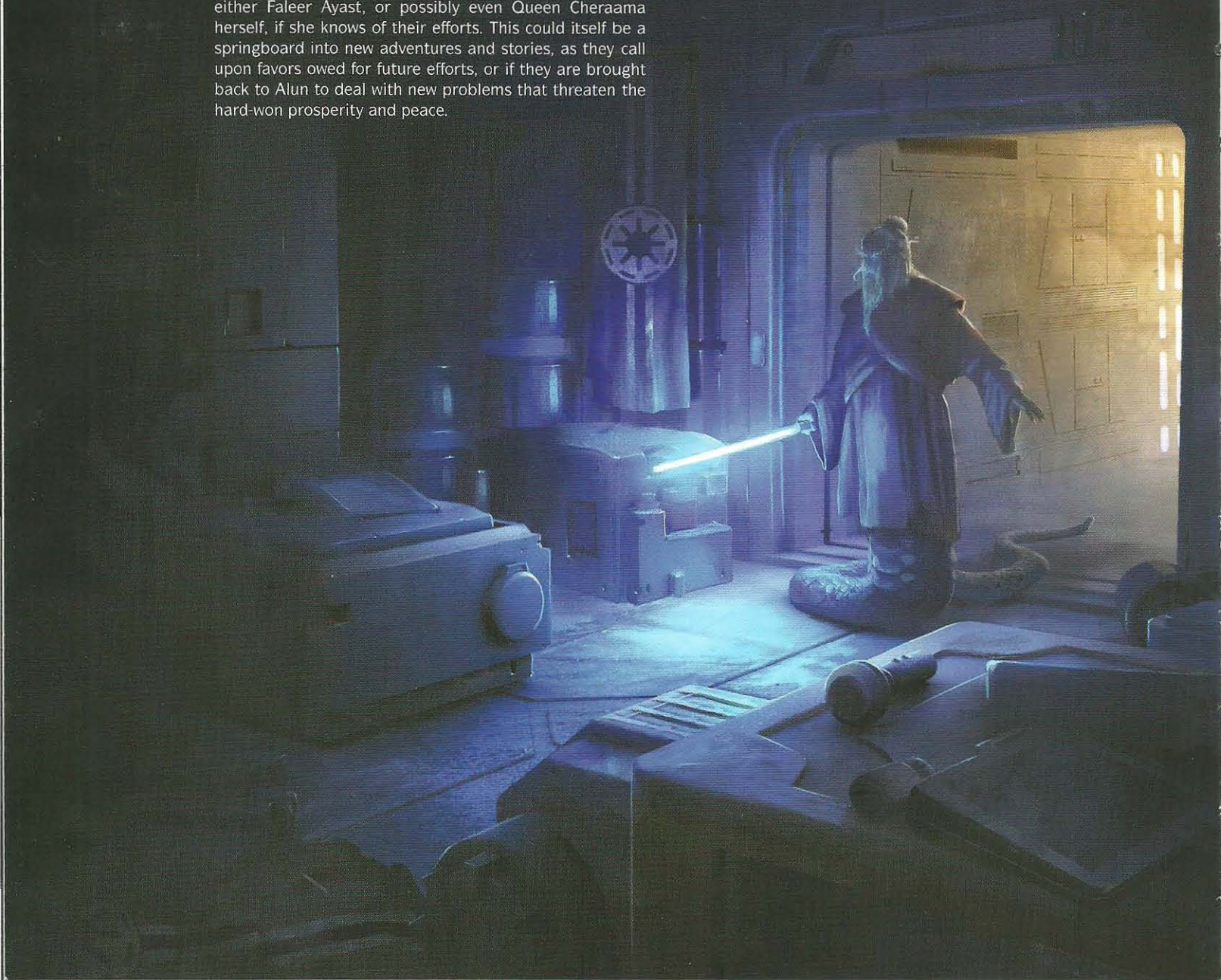
While they work to deal with the sources of poverty among the planet's population, the PCs could also address the world's immediate needs by helping to distribute aid to the needy. Criminals often hijack shipments of much-needed food and medical supplies on the planet's frontiers, and sometimes even in the hearts of the cities where the royal family holds the most power. The PCs could protect these shipments, and seek out the hiding places of the gangs that prey on them. Some of the gangs might be fronts for pro-Imperial saboteur groups or even an Imperial intelligence operation, at the Game Master's discretion. Dealing with militant Imperial support in this way might risk inflaming the more passive supporters of joining the Empire, but if the PCs can show that the queen is able to meet the needs of her people more effectively, they are unlikely to get anywhere with their efforts.

Sorting out Alun's problems could last for a single adventure while the PCs seek out Imperial saboteurs and find a source of new prosperity in the planet's wilds, or it could last much longer, with the planet becoming a home base for the PCs that they regularly visit. If they manage to stabilize the planet and re-establish support for the queen, they gain a powerful and influential ally who owes them a great deal—either Faleer Ayast, or possibly even Queen Cheraama herself, if she knows of their efforts. This could itself be a springboard into new adventures and stories, as they call upon favors owed for future efforts, or if they are brought back to Alun to deal with new problems that threaten the hard-won prosperity and peace.

ULTIMATE KNOWLEDGE

This adventure works best for groups with access to a Jedi holocron, whether selected as a group resource at character creation, or acquired during play. However, it is playable by any group of **FORCE AND DESTINY** characters. Groups without a holocron may wish to seek one out after dealing with the events of the adventure, an additional undertaking with the possibility of forming new adventures in its own right.

The events of the adventure begin when a scholar named Kian Derar, who is sympathetic to the PCs, contacts them with information she uncovered from an ancient archaeological archive. Kian has heard that the PCs know about the mysteries of the Force, although how much she knows depends on how open the PCs are about their exploits. She may be aware of their Force sensitivity, or even their holocron, if they have one. Regardless, Kian believes the PCs are the best individuals suited to investigating the possible truth of the information she has uncovered, thanks to their knowledge and their independence from Imperial influence.



JOINING THE HOLOCrons

Opening the Sith and Jedi holocrons together is not a simple task, nor is sorting through the knowledge unveiled even if the PCs can bring them together. Sith holocrons are dangerous artifacts, designed to corrupt the unwary, where Jedi holocrons are designed to teach. Even opening one requires embracing a darker state of mind, with the owner concentrating on their own fear, anger, or need for power. As such, opening a Sith holocron is worth Conflict. Depending on how much interaction a character engages in with the holocron's gatekeeper, the exact amount can vary, but it should involve at least 3 Conflict to open the holocron initially, and at least 1 further Conflict for each subsequent use. Accessing such an artifact should also be reflected in the scene at hand, with characters role-playing the strain it puts on their minds, and the emotions required to draw out its dark side powers.

If the PCs can manage to get the Sith holocron open and combine it with the Jedi holocron, they may indeed open a vergence in the Force through which they can seek knowledge. However, the power involved in the phenomenon is incredible, and sifting through the knowledge provided for specific details is difficult in the extreme. Simply remaining in the presence of the active vergence requires an **Easy** (◆) **Discipline check**, with failure causing characters to avert their eyes, leave the area, or lose concentration on the holocrons (the last of which closes the vergence). Seeking knowledge within the vergence requires a further **Hard** (◆◆◆) **Discipline check** per question, with the difficulty on subsequent checks upgraded once for each check already made. Knowledge gained from the vergence is hazy and mysterious, although additional ✨ beyond the first or any 🌀 may provide hints that help interpret what was learned. Failing any check to learn more causes the vergence to fade, and the holocrons to close.

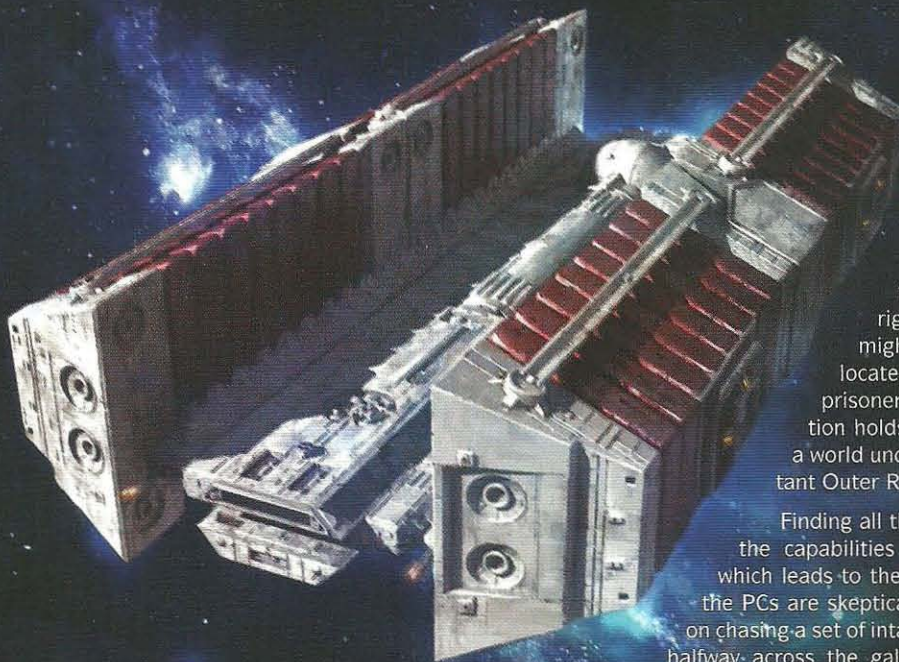
As a final note, calling up such power cannot be done casually. Attempting to open the vergence a second time could damage or destroy the holocrons involved, and may have unforeseen consequences even if they survive, ranging from unleashing dangerous energies on those nearby to a barrage of maddening visions that cannot be deciphered.

Kian's information is an old legend regarding holocrons, found etched on the walls of a ruined Jedi temple. The legend claims that bringing together a Jedi holocron with a Sith holocron can create a vergence in the Force that allows any question to be answered. As a scholar regularly frustrated with Imperial restrictions on access to information, Kian hopes that the vergence created in such a way would allow access to knowledge banned by the Empire, and assist in her research studying ancient cultures. The PCs might see such knowledge as valuable for other reasons, whether for their own studies or as a weapon against the Empire. Fortunately, another fragment from the same temple contains records of a Sith tomb where an ancient dark side holocron was locked away, potentially putting half the puzzle within reach of the PCs, or even all of it, if they have their own holocron.

Uncovering coordinates to the Sith tomb can be as simple or complex as the Game Master wishes. They could be contained within the fragmented records Kian uncovered, or require the PCs to track down other archives of lost information to triangulate a hidden location. Additional steps might involve a visit to the ruin Kian uncovered for additional details, visits to other ruins hinted at in the archives, or consultations with Kian's fellow scholars.

What should not become clear until too late is that the holocron is bait for a trap, planted by an agent of the Imperial Security Bureau. Gar Sedonn, the agent in question, learned of the Sith tomb and the Jedi legend alike through the interrogation records of other scholars who had studied them, unbeknownst to Kian. Not believing the legend himself, Agent Sedonn planted clues leading towards the tomb in a number of Jedi ruins watched by the Empire. After her expedition, the ISB placed Kian on a watch list, but left her alone in the hopes of leading the ISB to more dangerous prey.

The trap comes to fruition when the PCs arrive at the Sith tomb, only to be ambushed by a waiting ISB task force led by Gar Sedonn. The PCs must defeat the ISB agents, make their way through the trap-filled tomb of an ancient Sith, and retrieve the holocron kept within in order to succeed with their mission. Furthermore, once they realize the nature of the trap, they may wish to retrace the steps they took tracking down the tomb in order to flush out any other ISB agents and warn their associates of the potential danger.



Unfortunately, there are several obstacles to the recovery of the archive's information. First, the vision's vague hints are not enough to lead the PCs directly to the archive. Instead, they need to follow the trail of locations glimpsed in the vision to find clues that can point them in the right direction. These locations might be filled with peril or hard to locate in their own right. Perhaps a prisoner of the Empire slated for execution holds one clue, while another is on a world under a pirate blockade in the distant Outer Rim.

Finding all the clues might even be beyond the capabilities of the PCs by themselves—which leads to the second obstacle. The allies of the PCs are skeptical of committing any resources on chasing a set of intangible, mysterious coordinates halfway across the galaxy. Whoever they work with might consider any operations in support of the PCs to be too risky, if their allies believe in the vision at all.

TRUST IN THE UNSEEN

This adventure works best for PCs who are working with the Rebellion, although PCs with the ear of some other prominent galactic figure or organization can also play through it. Possible candidates include influential Core World nobles, corporate executives not tied to the Empire, or the governments of planets far from Imperial control.

While working with these allies, one or more of the PCs has a mysterious vision. The contents of this vision are cryptic, but seem to point toward the location of a lost Republic archive from before the Empire seized control. What records exist about this particular archive indicate it was shared between the Jedi and the civil branches of the Republic government, potentially containing both secrets of the Force and more mundane but still valuable data, such as surveys of unexplored planets. Discovery of the archive would benefit both the PCs and their allies tremendously, if the vision can be deciphered.

When the PCs run up against serious obstacles to recovering the clues towards the archive's location, they must find a way to persuade their allies to lend their support and backing, or seek help elsewhere without endangering their existing ties. This could simply mean exchanging favors and pursuing other missions to earn help, but if the PCs are eager to uncover the information without delay, they might turn to darker methods, such as deceiving their allies, or even manipulating them with the aid of the Force. Such methods might come back to bite the PCs later on, and are certainly grounds for earning Conflict, but could greatly speed up the search for the archive.

Once the PCs have visited all the locations in the vision and assembled the full range of clues and hints as to the archive's location, the last hitch becomes clear. The location housing it is free of Imperial attention not because of its secrecy, but because of the hazards surrounding it. The old records were stored upon a huge supply ship in the Outer Rim, intended as a mobile headquarters for missions of exploration. However, a failed astrogation attempt caused the station to be torn out of hyperspace mid-jump as it passed into the gravity shadow of an unstable sun, which blankets the system around it in deadly flare-ups and radiation. Sensor data indicates there is a safe route through the interference, but one that is constantly and rapidly shifting. It would take a pilot capable of sensing the changes before they happen in order to direct a craft to the derelict station to claim the data within.

ALCHEMY CRAFTING

Alchemy is the ill-understood art of crafting potions, elixirs, and even items that seem to be imbued with arcane powers. Though the uninitiated may think this is magic, alchemy is simply a name for something many Force users have done over generations: imbuing the inanimate with the power of the Force.

Alchemical creations cover a wide range of items, from potions to talismans and amulets. Many Force users (including the Jedi) scoff at the idea that these are somehow magical or imbued with power, since they seem to equate Force use with some sort of spell-casting. On the other hand, these creations have some sort of power that cannot be explained by the most accomplished scientists of the galaxy. Perhaps these creations are infused with the Force in some way. Or perhaps they work simply because their creators and users believe that they do, and unconsciously shape and channel the Force as a result. The truth will likely never be known.

The rules in this section provide GMs and players with options for crafting their own creations imbued with the power of the Force. When a player wishes to have a character craft an item, the player should consult with the GM, and then the two should collaborate to go through the steps listed below to create the device. As with all such matters, anything that the player wants to craft is subject to the GM's approval.

Crafting follows three steps: **Step 1: Select Template**, in which the PC chooses what kind of item to make; **Step 2: Acquire Materials**, in which the PC acquires the supplies to build it; and **Step 3: Construction**, in which the PC actually assembles the item.

STEP 1: SELECT TEMPLATE

When a craftsman sets about creating an item, the player first chooses a template from one of the tables in this section (see page 82 and page 85). The template dictates the materials required (Material Price/Rarity), the challenge of building it (Check), an estimate of how long construction takes (Time), and the results should the character succeed on the check (the item that shares a name with the template).

Each template can encompass an incredibly vast number of specific types of items. Two Alchemists likely have very different ways of crafting the same elixir or item; alchemy is as much an art as a science, after all. A template describes what a crafted item does, but not necessarily how it accomplishes it or what embellishments it might possess; those are the mark of the crafter. Thus, players and GMs should feel free to be creative in coming up with their own unique types of items that a given template can represent. Inspired GMs are encouraged to create their own unique templates—all a template needs is a Name, Material Price/Rarity, Check, Time, and profile for the result, which GMs can provide to their players as they see fit.

Step 1: Select Template takes as much or as little time as the character spends planning before launching into hands-on work. After selecting a template, a character moves on to **Step 2: Acquire Materials**.

ACQUIRING TEMPLATES

From a narrative standpoint, there are countless ways that a character might come to know how to build a particular item. For many simple items, the knowledge needed to build them might be available in any technical manual, mechanic's shop, or droid memory core. Many alchemists have simply memorized such information, thanks to years of practice, or can at least improvise if push comes to shove.

For other items, especially more complicated ones, common knowledge and common sense might not be enough. A character might need to seek out an experienced mentor, conduct long hours of research, or find ancient repositories of knowledge to design an advanced model of droid or craft a device to perform an unprecedented task.

It is always up to the GM whether a given template is available to a PC. As a general rule of thumb, most templates should be available to the PCs a majority of the time—the difficulty of turning abstract knowledge into a practical device is reflected by the difficulty of the checks to acquire materials and construct the device. However, if it makes for a more interesting story, the GM (or the player) can require the character to spend time on research or even go on a short adventure to complete **Step 1: Select Template** for a particularly special item. Alternatively, a character's past successes (or failures) might open the door to crafting a brand-new item.

STEP 2: ACQUIRE MATERIALS

To attempt to build an item based on the chosen template, the PC must acquire appropriate materials for that template. These are listed under "Material Price/Rarity" on the relevant table (see page 82 and page 85). For all mechanical purposes, materials count as a single item with the listed cost and rarity. As always, at the GM's discretion, certain supplies might not always be available for the listed price at any given market (see page 157 of the **FORCE AND DESTINY** Core Rulebook).

Step 2: Acquire Materials requires as much time as it takes for the PC to physically obtain the materials. This could be as short as a trip to a farm or market, or as long as an epic quest to find a rare ore or crystal, depending on the situation. After successfully acquiring materials, a character moves on to **Step 3: Construction**.

After acquiring the materials to make the item, the character must make the associated check, listed under "Check" on the relevant table (see pages 82 and 85), to actually construct the item. If the character succeeds, the item is fully functional and has the profile listed in its template (see the relevant tables on pages 82 and 85). If the character fails on the check, the product that comes out of the attempt is unusable, and the materials are lost.

The amount of time **Step 3: Construction** takes is determined by the estimate of working hours listed in the template under "Time." Every ☆ the character scores on the check beyond the first reduces this time by 2 hours (to a minimum of 1 hour). Other factors can also affect the time required, at the GM's discretion. The final potion or talisman has an encumbrance value of 0.

Because alchemical creations are all created with the Force in some way, there are a few extra rules that apply when crafting these items.

First, only Force-sensitive characters may attempt to craft an alchemical creation. Anyone else who attempts it ends up with an item or liquid that has no supernatural effects whatsoever, no matter how closely they followed the instructions.

Templates intentionally leave the materials used for a project vague. This is because a template does not represent a particular way of building any one model. Instead, it reflects a set of broadly comparable results that a PC might build from any number of different materials.

This doesn't mean that the materials **should be left** nebulous during actual game sessions, **however**. Detailing the materials used for a particular project can give it a great deal of character beyond a simple line of stats. Further, it can help show the **personal** touches that different crafters put into their works. For example, a native Dathomiri might craft their alchemical concoctions using plants and animals found in the dusky crimson swamps of their home-world. Meanwhile, a Thisspasian may prefer to integrate minute amounts of blood, and a supremely-logical Arkanian may refuse to use anything except pure and precisely-measured chemical compounds.

While all three might craft mechanically identical items, the stories behind the works will be very different, and this can have major impacts on the narrative. The Dathomiri's potions and talismans may seem primitive and superstitious to the Arkanian. Meanwhile, the Thisspsian's penchant for using blood may disturb their colleagues. Each character's preferences not only inform the roleplaying that goes into acquiring materials, but also help illuminate an aspect of the character that might not be revealed otherwise.

Second, whenever a character attempts to craft an alchemical creation, they should roll \square equal to their current Force rating as part of the check, and they must have a current Force rating of at least 1 to attempt the check at all. (This only matters if a Force-sensitive character has committed one or more of their \square to sustain a Force power or talent.) The character does not spend the \circ or \bullet results from the check to generate \blacksquare . Instead, the character may spend any \circ generated on the check to get one of the effects listed on **Table 3–2: Spending \circ , \diamond , \heartsuit , \spadesuit , \circ , and \bullet on Potion Creations** on page 82 or **Table 3–4: Spending \circ , \diamond , \heartsuit , \spadesuit , \circ , and \bullet on Talisman Creations** on page 85. Likewise, the GM may spend any \bullet generated on the check to get one of the effects listed on the same table. These are the only ways to spend the \circ and \bullet generated on this check.

ALCHEMICAL POTIONS

Alchemical potions are a wide range of tinctures and elixirs with a variety of side effects. To take effect, the user must consume the potion. Therefore, all of these items are consumed after a single use or application.

When crafting an alchemical potion, first choose one of the following templates. Each template's effect is listed in its entry.

ACID

Acids are dangerous, if imprecise, weapons. Although there are plenty of industrial and commercial acids on the open market, an alchemical acid is unique because it only affects living tissue. This means it can be applied to weapons, or even added to food.

When affected by this potion, the target must make a **Hard (◆◆◆) Resilience check**. If they fail, they suffer 2 wounds at the beginning of their turn for the next three rounds, plus one additional round per ☒.

DRAUGHT OF FIRE

This brew is as fiery to consume as its name suggests. Once ingested, though, it bonds with the user's skin to ignite to deadly effect on any they attack.

Once consumed, the user's body is covered with flames. They do not harm the user and the user ignores any fire- or flame-related damage. Their unarmed attacks gain the Burn 4 quality, or add +1 to that quality if it was already possessed. This effect lasts 1 round, or 30 minutes if used in narrative time.

POISONING PEOPLE

Poisons can be applied to a target's food or drink, in which case the target suffers the effects when they ingest it. Alternatively, it can be applied to a Melee or Brawl weapon with a sharp point or edge that can induce the poison into the target's bloodstream (at the GM's discretion, the poison can be applied to a projectile weapon as well, but this weapon should logically be able to induce the poison into the target). If applied to a weapon, the first successful hit that deals at least one wound causes the target to suffer the effects of the poison. Once the poison has affected one target, it is depleted and another dose must be applied to the weapon.

ELIXIR OF VIGOR

This thick, viscous liquid quickly bonds with muscle tissue, temporarily strengthening the user to unheard-of levels. It drains their mental fortitude, but the gain in raw power is surely worth this drawback.

When the user consumes this potion, their Brawn increases by 1 but their Willpower is reduced by 1. This effect lasts until the end of the following round.

HEALING POTION

This might take the form of a foul-smelling salve, crystal-clear elixir, or tincture with a strange ethereal glow to it. However, the overall effect is the same. Somehow, the potion heals injuries and restores those who drink it to good health.

When the user consumes this potion, they immediately heal one Critical Injury with a severity of **Hard (◆◆◆)** or less.

Although this potion can heal the Maimed Critical Injury, it cannot regrow the lost limb.

POISON

This alchemical poison is not all that dissimilar from the deadly neurotoxins produced for assassins and hired killers across the galaxy.

When affected by the poison, the target must immediately make an **Average (◆◆) Resilience check**. If they fail, they suffer 5 wounds, plus 1 strain per ☒.



TABLE 3-1: ALCHEMICAL POTION TEMPLATES

Name	Material Price/Rarity	Check	Time
Acid	600 credits/6	Average (◆◆) Discipline or Knowledge (Lore) check	2 hours
Draught of Fire	400 credits/5	Hard (◆◆◆) Discipline or Knowledge (Lore) check	3 hours
Elixir of Vigor	600 credits/6	Hard (◆◆◆) Discipline or Knowledge (Lore) check	4 hours
Healing Potion	1,000 credits/5	Average (◆◆) Discipline or Knowledge (Lore) check	2 hours
Poison	500 credits/4	Easy (◆) Discipline or Knowledge (Lore) check	2 hours
Potion of Wills	1,000 credits/8	Daunting (◆◆◆◆) Discipline or Knowledge (Lore) check	6 hours
Stimulant	400 credits/4	Average (◆◆) Discipline or Knowledge (Lore) check	2 hours
Water of Life	1,000 credits/10	Formidable (◆◆◆◆◆) Discipline or Knowledge (Lore) check	8 hours
Weakening Potion	1,000 credits/6	Hard (◆◆◆) Discipline or Knowledge (Lore) check	4 hours

TABLE 3-2: SPENDING ☞, ☞, ☞, ☞, ○, AND ● ON POTION CREATIONS

Symbols	Effect
☞, ☞, or ○	Fortifying: If the potion is beneficial, the target heals one wound when consuming it. Reviving: If the potion is beneficial, the target heals two strain when consuming it. Draining: If the potion is harmful, the target suffers two strain when consuming it.
☞☞, ☞, or ○○	Long-lasting: If the potion has a duration associated with it, increase the duration by one hour (or one round in structured encounters). Careful Measuring: By carefully measuring ingredients, some are saved for later. The character retains supplies worth 50% of the material price needed to craft the potion (this can only be selected once).
☞☞☞, ☞, or ○○○	Large Batch: Brew up an extra large batch of the concoction, creating two doses of the potion instead of one. Extra Potency: If the potion is harmful, increase the difficulty to resist it by 1 (to a maximum of Formidable [◆◆◆◆]).
☞☞☞☞, ☞, or ○○○○	Recipe: Create a recipe that permanently reduces the difficulty of creating this type of potion by 1 (to a minimum of Simple [-]). Virulent: If the potion is harmful, upgrade the difficulty of any checks to resist it once.
☞☞ or ○○○○○	Empowered: If the potion is beneficial, it remains in the user's system, and has the same effect the following round.
☞, ☞, or ●	Foul Taste: If the potion is beneficial, the user suffers 2 strain after consuming it and benefiting from its effects. Vile Smell: If the potion is harmful, characters add ☐ to any checks made to notice it in food, drink, or applied to a weapon.
☞☞, ☞, or ●●	Brief Effect: If the potion has a duration associated with it, decrease the duration by one hour (to a minimum of half an hour) or by one round (to a minimum of one round). Sloppy Brewing: The character requires extra ingredients due to brewing mistakes, and must obtain additional supplies with a cost equal to 25% of the base cost.
☞☞☞, ☞, or ●●●	Diluted Strength: If the potion is harmful, reduce the difficulty to resist it by 1 (to a minimum of Simple [-]). Empowered by Evil: The user suffers 2 Conflict after consuming the potion.
☞☞ or ●●●●	Unexpected Side Effects: After the potion is consumed and its effects applied, the GM selects the effects of a different alchemical potion and applies those to the target as well. These effects should be beneficial to the target if the potion was created to be harmful, and vice versa.

MAKING TIME FOR CRAFTING

There are many different ways in which a character might undertake a crafting project. Some characters might approach their work slowly, putting in a few hours a day over weeks, months, or years. Others might disappear into a workshop for whole days at a time without rest or regard for their other needs, only to emerge (probably exhausted) with a finished product.

The GM must consider how to allocate time during sessions for crafting. Generally speaking, few groups want to sit around while the GM and one player narrate tinkering with a device for hours. The crafting check is meant to expedite this process, but if a player wants to get deep into the nitty-gritty of building a device, there are a few ways that the GM can handle it without slowing play overmuch for everyone else.

Whenever the group takes “downtime” during the story, the GM can offer players interested in crafting the chance to build a number of items appropriate to the time available. The GM can alternate attention

between each of the players, each of whose character is presumably pursuing some agenda during the downtime. Thus, the GM might tell all would-be crafters to perform **Step 1: Select Template**, then turn to the group of PCs who have decided to visit a cantina for some rest and relaxation. Once the cantina group has played out a few checks, the GM can return to the crafters and ask which item they have selected, then have them perform **Step 2: Acquire Materials**. The GM can continue in this way, even asking the crafters to make choices about how to spend ☹ and ☹ in **Step 3: Construction** while running unrelated scenes for other characters who have business of their own to resolve.

Alternatively, the GM could ask the player interested in crafting to arrive early to the session (or stay a bit late) to take care of the mechanical side of the crafting, so that everyone else at the table doesn't have to wait around while that player agonizes over which quality to add to an item. The best option is the one that works best for the particular group in question.

POTION OF WILLS

This poison must be imbibed to have any effect, although those effects are as impressive as they are disturbing. It inhibits the user's mental faculties, making them willing to agree to anyone's commands.

This potion cannot be applied to a weapon; it must be ingested. When affected by the poison, the target must make an **Average (◆◆) Discipline check**. If they fail, they count their Willpower as 0 for the remainder of the encounter (or one hour in narrative time). At the GM's discretion, they are also willing to follow any instructions that they receive. The duration increases by one hour per ☹.

STIMULANT

Similar in effect but infinitely stronger than a pot of hot caf, an alchemical stimulant can keep an exhausted individual awake and moving for hours. Of course, the inevitable crash from this induced alertness just gets worse the more that individual pushes themselves.

When the user consumes this potion, they increase their strain threshold by five for the remainder of the encounter (or one hour in narrative time).

WATER OF LIFE

Created using something the Nightsisters of Dathomir called “spirit ichor,” the so-called Water of Life is a glowing green liquid that can heal wounds, and even return the “mostly” dead back to life.

When the user consumes this potion, they heal all wounds and strain they are currently suffering. In addition, if applied to a target who died during the current encounter, the target may immediately make a **Daunting (◆◆◆◆) Discipline or Resilience check** (even though the target is dead). If successful, the target returns to life and heals one Critical Injury of their choice that they are suffering from.

Alternatively, a the user may consume this potion while making a Force power check. If they do so, they suffer 1 Conflict, and they add automatic ○● to the check results. If the Force user is attempting to make a Conjure check, they add ○○●● instead.

WEAKENING POISON

This poison does not kill the target, but it does weaken them significantly. Under its effects, a target's wounds bleed freely, and even the least effort exhausts them.

When affected by the potion, the target must immediately make an **Average (◆◆) Resilience check**. If they fail, they reduce their wound and strain threshold to half their normal value (rounding up) for the remainder of the encounter (or one hour in narrative time). The duration increases by one hour per ☹.

ALCHEMICAL TALISMANS

Alchemical talismans are generally small items either worn on necklaces, carried on a belt, or held in the user's hand. Many are decorated with symbols and icons representing their power or the beliefs their users have in them.

When crafting an alchemical talisman, first choose one of the following templates. Each template's effect and duration is listed in its entry.

AMULET OF POWER

Though it often takes the form of a small conglomeration of crystal shards, this talisman stores within it a strong connection to the Force. When shattered, the wearer finds themselves surging with additional potency in their Force abilities.

The user may employ this talisman to roll 1 additional \diamond as part of a Force power check or when adding \diamond to a skill check. Once used, the talisman fragments into dust.

FETISH OF FEAR

This talisman radiates an aura of terror into anyone seeking to attack the wearer. Many crafters deliberately form each into small, grotesque figurines or body parts, the better to heighten the effect.

The user may choose to have an enemy character attempting to move into engaged range with them to first make an **Average (◆◆) Fear check** as an out of turn incidental. If the character succeeds, they can move as desired. If the character fails, they cannot perform the desired maneuver but can still perform another maneuver instead.

NEURAL CHARM

This talisman often is worn as a circlet or pair of large earrings, and works to accelerate thought processes even in non-organic beings. Though stressful to use, it can ensure the wearer remembers a vital fact just in the nick of time.

While wearing this talisman, when the user makes a Knowledge check, they may suffer a number of strain up to their Intellect characteristic. If they do, they add \square equal to the strain suffered this way to the check.

PROTECTIVE AMULET

Commonly taking the form of a ring or brooch, this talisman surrounds the user with an aura that simulates the comforts of their native environment, no matter the dangers that surround them.

While active, the talisman allows the user to ignore environmental effects such as fire, acid, and corrosive atmospheres. They always act as if in a standard gravity field and may breathe normally even underwater and in a vacuum. Weapons with the Burn quality do not count as having that quality when used as part of an attack against the user.

HEALING ACCELERANT

This talisman surges with energy, easing minds and mending bodies. It can even rewire circuitry or weld metal if needed.

When the talisman is active, whenever the user would recover strain or wounds, the user recovers that amount plus 1 instead.

SHIELD AMULET

This small, seemingly decorative item protects the wearer from attacks that call on the Force for power. Such attacks break like waves against the rocks from the amulet's power.

If the user would suffer damage from an attack where a Force power was used either to perform the attack or augment its effects, they may choose to reduce the damage the attack inflicts by half (rounded up). This talisman can only be used once per session.

TALISMAN OF FATE

This small icon seems to be made of an impossible number of multicolored threads, tightly bound into a geometric form. As forces rise to threaten the wearer, the threads seem to shift and somehow negate the threats.

Whenever the GM would flip 1 Destiny Point to upgrade the ability or difficulty of a skill check involving the user, the user may downgrade the difficulty of the check once. This does not return the Destiny Point to the dark side. This talisman falls apart and dissolves after a single use.

TOKEN OF RESISTANCE

Often worn on a necklace as a starburst of metallic shards, this fetish acts to dampen Force powers used to sway the wearer's thinking. For those who fear the mind tricks of olden days, it is essential to preserve an individual's sense of self.

Whenever the user is targeted by an opposed social skill check where a Force power was used either to perform or augment the check, they may choose to have the opposing character roll 1 fewer \diamond as part of the check. If this means there are not enough \diamond for the check to be made or the power to activate, the check automatically fails.

TABLE 3-3: ALCHEMICAL TALISMAN TEMPLATES

Name	Material Price/Rarity	Check	Time
Amulet of Power	500 credits/6	Hard (◆◆◆) Discipline or Knowledge (Lore) check	4 hours
Fetish of Fear	300 credits/4	Average (◆◆) Discipline or Knowledge (Lore) check	2 hours
Healing Accelerant	600 credits/5	Daunting (◆◆◆◆) Discipline or Knowledge (Lore) check	8 hours
Neural Charm	1,200 credits/7	Daunting (◆◆◆◆) Discipline or Knowledge (Lore) check	6 hours
Protective Amulet	300 credits/4	Easy (◆) Discipline or Knowledge (Lore) check	3 hours
Shield Amulet	1,000 credits/8	Daunting (◆◆◆◆) Discipline or Knowledge (Lore) check	2 hours
Talisman of Fate	4,000 credits/6	Hard (◆◆◆) Discipline or Knowledge (Lore) check	10 hours
Token of Resistance	1,800 credits/9	Formidable (◆◆◆◆◆) Discipline or Knowledge (Lore) check	8 hours

TABLE 3-4: SPENDING ☉, ☿, ☼, ☽, ☾, ☿, and ● ON TALISMAN CREATIONS

Symbols	Effect
☉, ☿, or ☾	Draining: If the talisman affects another character in a harmful manner, that character suffers 1 strain after resolving the effects of the talisman. Hidden Purpose: Add ■ to any checks made to determine the talisman's true function.
☉☉, ☿, or ☾☾	Growing Power: If the talisman is used to oppose an enemy's skill check or an enemy must perform a skill check due to the talisman's activation, that check's difficulty is increased by 1. Invigorating: The user recovers 1 strain after using the talisman. Careful Measuring: By carefully measuring materials, some are saved for later. The character retains supplies worth 50% of the material price needed to craft the talisman (this can only be selected once).
☉☉☉, ☿, or ☾☾☾	Additional Power: If the talisman is used to inflict or reduce damage, the amount inflicted or reduced is increased by 2. Clever Construction: The crafter finds an inspired way to fashion more while using the same amount of material, creating two of that talisman instead of one.
☉☉☉☉, ☿, or ☾☾☾☾	Blueprint: Create a construction formula that permanently reduces the difficulty of creating this type of talisman by 1 [to a minimum of Simple [–]]. Redirect Energy: If the talisman reduces damage or resists enemy influences, the user may make a single maneuver as an out-of-turn incidental once its effects are resolved.
☿☿, ☉☉☉☉, or ☾☾☾☾	Empowered: If the talisman can only be used once per session or is lost after one use, it instead can be used twice per session or has one additional use before it is lost (this can only be selected once). Mighty: If the talisman adds or removes dice to a check, it adds or removes one additional die of that type (this can only be selected once).
☼, ☽, or ●	Noticeable: Force users add □ to any checks made to determine that the talisman is an actual alchemically crafted item and not merely decorative jewelry or an ornamental keepsake. Cumbersome: The talisman is awkwardly fashioned. Increase its encumbrance by 1.
☼☼, ☽☽, or ●●	Bad Feeling: The user suffers 1 Conflict after using the talisman. Sloppy Integration: The character requires extra ingredients due to crafting mistakes, and must obtain additional supplies with a cost equal to 25% of the base cost.
☼☼☼, ☽☽☽, or ●●●	Hard to Control: The user must perform a Hard (◆◆◆) Discipline check as an incidental (out-of-turn if needed) in order for the talisman to activate. Empowered by Evil: The user suffers 2 Conflict after using the talisman.
☼☼☼☼, ☽☽☽☽, or ●●●●	Twisted Fates: The user must spend a Destiny Point in order to use the talisman. Failure to Activate: The talisman seems cursed, and prone to malfunction. The GM may spend 2 Destiny Points to have the talisman fail to work when the user wishes it to. This does not count as using it for purposes of its duration, or number of times it can be used per session or before being lost.

EXPANDED FORCE POWERS

Player Characters in **FORCE AND DESTINY** possess a great advantage in their connection to the Force. Within the game, this is most evident in the use of Force powers. However, the Force is mysterious, subtle, and capable of near-endless possibilities. The Force should always be an important, even central, part of the narrative in any **FORCE AND DESTINY** campaign. It not only enables the PCs to accomplish their goals, but often drives their objectives and adventures.

For GMs and players who want to further explore the role of the Force in their game, this section provides advice for incorporating the Force into the narrative. In addition, optional rules suggest some ways GMs can mechanically reflect the influence of the Force, giving it a bigger part in checks and other rules outside of defined Force powers.

THE ROLE OF THE FORCE

The Force is a central part of *Star Wars*, even if its influence is not always apparent to the characters. In **FORCE AND DESTINY**, however, the Force not only plays a constant and important part in the story, but the PCs actively, if not always consciously, utilize it to achieve their goals. Whether the characters willfully use the Force or subconsciously channel it, the results can reach far beyond the immediate challenge, and are not always positive. Force sensitives exhibit many abilities and benefit from their connection even without the training to utilize it to its full extent. Even when the Force manifests in subtle ways, these individuals risk drawing upon the dark side and slipping into a spiral of corruption.

THE FORCE AS A NARRATIVE AID

In many **FORCE AND DESTINY** campaigns, the Force and the PCs' understanding of it (or lack thereof) is a driving part of the story. Whether this is the case or not, the Force can—and often should—influence the narrative in more subtle ways as well.

Every roll the players make both originates from and drives the game's narrative. If there are no dramatic consequences of the activity, then it probably does not call for a check in the first place. If an activity is important enough to warrant a check—whether to advance the action or reveal more of a character's personal story—it is important enough for the Force to play a part, at least as long as it makes sense within the narrative.

One direct and natural way to use the Force to enhance the narrative is to incorporate its presence into checks and other events outside of Force powers. This simply means describing a character's action as drawing on the Force. For example, GMs usually describe Perception checks as using one of the five standard senses most sapient beings possess to detect a threat or something of interest in the scene. A Force-sensitive character, however, might very well notice

the same thing through the sixth sense the Force offers. The GM can call for a Perception check as normal, simply narrating that the character experiences a sudden realization of danger or subtle tremor in the Force, rather than hearing the enemies unholstering their blasters just out of sight.



Some players might incorporate the Force into their descriptions of "mundane" actions they take in this way without any prompting. For instance, a player who suspects enemies lurking in ambush might describe their character closing their eyes and reaching out with the Force. A GM should generally encourage this and incorporate it into their own descriptions for that scene.



A great way to incorporate this sort of narrative interaction of the Force into a game is by tailoring such "soft" Force actions to the character. The previous example of a Perception check is particularly appropriate for a Mystic character, someone who customarily sees the galaxy in terms of the Force. A GM can encourage players to draw on the unique affinities of their characters in describing their actions, and can weave personal traits into their own narration.




Of course, the "how" of an action often becomes clear only once the dice are rolled and the results interpreted. In this way, the GM and players can use the influence of the Force on a check to help explain particularly good—or unusual—results. A great Vigilance check in the face of an ambush, a well-placed blaster shot, a fall of a long distance with only negligible injuries, and almost any other remarkable result of a skill check could reflect the characters using the Force, whether they realize it or not.





These sorts of narrative uses of the Force do not necessarily grant any mechanical rules advantage. However, due to the narrative nature of *Star Wars* Roleplaying, it can influence checks and other aspects of the game even within the normal application of the rules, just as with other narrative details.



THE FORCE AND CHECKS




The narrative drives each game of **FORCE AND DESTINY**, just as the results of checks propel that story in new directions. With any skill check, the narrative circumstances can modify the check by adding  or . The flow of the Force is no exception, and when weaving the Force into the narrative outside of formal Force powers, as already described, the GM should consider modifying checks accordingly.

As described previously, GMs may encourage players to describe their characters drawing on the Force for seemingly mundane checks. To recognize and reward particularly good and creative ideas for how the Force might aid a character in an action, the GM can add  or more to the dice pool, just as with any other circumstance the players use to their advantage. Of course, unlike environmental features and the like, the Force is always there as a potential aid. To prevent players from simply gaining  to every roll they make by claiming their characters are using the Force, a GM can do a few things.

First, the GM should restrict such bonus  to situations where it feels appropriate and in which the player comes up with a good and creative explanation for how the character draws on the Force. If a player simply claims, "I use the Force to jump higher," the GM might not allow an extra , but simply suggest that the player should use the Enhance power, or spend XP to acquire it if they have not already! However, if the player describes how the character reflects on a mentor's advice in order to find the inner strength to make what would otherwise be an intimidating leap over a chasm, the GM could add . This still is not as potent as even the basic Enhance power, but it is a good example of roleplaying and weaving the story into the roll—exactly the sort of thing that could add positive dice to any check.

Another way to ensure the Force benefits ordinary skill checks only in a way that reflects and reinforces the narrative is to apply the same risk that comes with any use of the Force—namely, the temptation of the dark side. Primarily, a GM can represent this by spending  and  the check generates to give the PC one or more Conflict. Like the addition of  in the first place, this should only be done if it makes sense narratively. Going back to the example of the Force-sensitive leaping the chasm, if the check generates several , the GM and player might decide that the PC gives in to their anger toward the NPC they are chasing, giving an edge but also bringing the PC closer to the dark side.

Of course, there are other narrative risks associated with using the Force, which apply both to Force powers and when characters use the Force in more subtle ways. Other Force-sensitive characters might sense the activity or even the identity of the PC, if the two have previously encountered one another. Other NPCs—those who are not Force-sensitive—might even notice something out of the ordinary about the PC's action, and in turn might report it to Imperial authorities, try to blackmail the PC, or otherwise make trouble for the PCs. Both of these situations, as well as other appropriate repercussions, could come about as a result of  or  on checks in which a PC uses the Force to gain a benefit, or from the use of Force powers that require combined checks.

Although rarer, there are also circumstances in which the Force might add  to checks the PCs make. This might represent an indirect consequence, such as  to social checks when interacting with NPCs who distrust Force users or are wary of being associated with them. In other cases, a PC's attunement to the Force may in itself be a disadvantage. For example, when confronted with a powerful Sith or Imperial Inquisitor requiring a fear check, a PC who can sense the enemy's power might add , while a PC smuggler without Force sensitivity does not.



AND DESTINY

Destiny Points are a powerful tool for players to influence the story, as well as an additional tool at the GM's disposal. To some extent, Destiny Points always represent the impact of the Force on proceedings. However, this is doubly true in **FORCE AND DESTINY**, as compared to other *Star Wars Role-playing* games. Unlike other PCs, Force-sensitive characters are likely to realize when the Force influences events around them, while consciously drawing on and manipulating it to affect the results. Destiny Points are an effective way to represent this.

Much as with ■ and □, both the GM and players can narratively describe how the Force influences events in such a way as to upgrade a check or its difficulty. A player might spend a Destiny Point to upgrade a check, flipping the token as they describe their character closing their eyes and focusing on the Force between lining up a blaster shot. Or the GM might describe the PCs detecting a subtle disturbance in the Force as they spend a Destiny Point to upgrade the difficulty of a check.

Destiny Points, of course, also represent the influence of destiny over the events of the game. Appropriately, these are two sides of the same coin—the currents of the Force nudge events toward a predestined outcome, and in many ways the Force and the destiny of both the PCs and the galaxy are one and the same. When the PCs spend a Destiny Point to add an important item or other feature to the scene, it could represent the culmination of a chain of events set in motion years or decades before. Once in a while, the PCs might even see a link in this chain, such as noticing that a much-needed power cell that shows up at a crucial time bears the mark of a trader they assisted in a previous adventure. Such details are not necessary, but can be used on occasion to add depth and remind the players that the Cosmic Force and its influence extend throughout the galaxy.

CHARACTER ADVANCEMENT

When deciding how to spend XP to advance their characters, players should consider not only how they want their character to advance, but what the character has been through. In both cases, it is important to also consider the impact of the Force on the character's development, and not only when it comes to Force talents and Force powers. With some thought, players and GMs can work together to ensure that character advancement reflects the influence of the Force on the PCs' lives, just as do checks and other in-play events.

One way the Force can affect character advancement is for the players to look to narrative Force uses (as described on page 86) as a cue. In some cases, a character's narrative use of the Force, whether or not it adds □ or ■ to a check or otherwise has a mechanical impact, might resemble an existing Force power, albeit less potent. For instance, if the GM or player narratively described the character as using the Force to detect danger with an ordinary Vigilance check, the player might decide to spend XP to acquire the Sense power, possibly at the GM's suggestion.

Learning more of the Force and how to use it is often a major motivation for **FORCE AND DESTINY** characters. Obtaining holocrons, locating potential teachers, and uncovering ancient lore are all likely goals that provide a perfect narrative reason for PCs to spend XP on Force powers and talents. Tying together narrative and mechanical rewards like this can reinforce the role the Force plays in the PCs' ongoing development. A GM might want to suggest appropriate Force powers and talents that reflect what the characters learn in-game, or just work with the players to craft a suitable narrative.

INDIVIDUALIZING FORCE POWERS

The Force and how a character manifests their particular affinity for it can influence not only what abilities the character acquires, but how those apply. The same power might appear very different when used by different characters. Force powers aren't quite as standardized as they might seem from the rules. There have been many Force traditions throughout history, each learning how to harness the Force in different ways and to varying ends. Different schools of Force use might teach very differently but arrive at similar results, at least in terms of game mechanics. Even within a particular Force tradition, such as that of the Jedi, users put their own spin on similar techniques. In fact, some Force users are identifiable by their unique abilities.

When it comes to differentiating different schools of Force use or the idiosyncrasies of individual users, the description provided by the GM or player is usually enough to distinguish powers. Variations might be subtle or significant. While one player might describe the Unleash power as bolts of crackling energy, another character might manifest the ability in the form of telekinesis that drops or hurls objects at the target.

In rare cases, a "reskin" of an existing power, even with the upgrades available, might not adequately represent the sort of ability a player wants for their character. In this situation, a GM might decide to apply the new rules for flexible Force powers or freeform Force use presented on this page and page 90.

NEW RULES

The existing rules for skill checks and the Force are more than adequate to cover very nearly any situation that might arise in game. Still, whether to better represent unique Force powers the PCs develop or to encourage players to think (even more) creatively when it comes to using the Force, a GM can choose to implement some or all of the new rules presented in this section.

FLEXIBLE FORCE POWERS

Force powers open up a variety of options for PCs, from the ability to circumvent impeding terrain to new combat options. However, players are likely to come up with uses for their characters' powers that seem to stretch the limits of a power, either because they seem too potent or because how

TRUST YOUR INSTINCTS

Force-sensitive characters have a variety of additional abilities at their disposal. Not only are these a great advantage, but they can sometimes allow these PCs to all but circumvent traditional challenges and obstacles. In some cases, Force powers simply remove the need for specialized equipment. Other times, creative PCs might surprise a GM with a quick or “easy” solution to an intended challenge. This may be especially true for a game utilizing the additional rules presented here.

This can at first seem frustrating for a GM, but it doesn’t have to be so. From a player’s perspective, overcoming obstacles in interesting and exciting ways can be one of the most enjoyable aspects of an RPG. Rather than lament how “easy” it was for PCs to resolve the challenge, a GM can be satisfied both in success in one of their primary goals—making an enjoyable game for everyone—and with the entertainment, excitement, or humor of the scene. It is always good to keep in mind that a creative solution to a

challenge does not really mean it was easy, but that the players overcame it with clever thinking instead of reliance on obvious methods or purely on dice rolls.

In a game featuring **EDGE OF THE EMPIRE** or **AGE OF REBELLION** characters, it might also be a concern that a player who finds creative uses for Force powers might take more than their share of time in the spotlight, solving problems that would normally require the skills and talents of other careers. Of course, there are limits to what a PC can do with the Force, even when using the optional rules in this section. It’s unlikely that a Force sensitive can outperform other characters in their areas of expertise on a regular basis. A GM can employ the same strategies here they use any time there is a risk of one player having a prominent part at the expense of others’ enjoyment. The rules for assistance offer a good compromise when two PCs have promising and compatible solutions to a challenge.

to resolve the effect is not entirely clear. Rather than restricting the players’ options to what is clearly defined in a Force power’s description, it is often better to view it as a starting point. Allowing more flexibility with Force powers can give players a feeling of empowerment, reward clever thinking, keep the game moving, and just add excitement.

In many cases, this does not necessitate new rules or deviations from the rules at all. **FORCE AND DESTINY** is a flexible, narratively-driven game, and it is important for everyone at the table to remember that the same flexibility applies to Force powers as all other activities characters might attempt. While a Force power’s description states certain effects, these need not be seen as limits—although the GM should avoid allowing players to duplicate the effects of power upgrades without purchasing them.

During combat encounters, most actions the PCs take require checks, including Force powers. The tables on page 212 of the **FORCE AND DESTINY** Core Rulebook present common and suggested uses for spending positive and negative dice symbols in combat. These options apply to attacks using Force powers and talents as much as those made with blasters, whether or not the action involves a lightsaber. For instance, while the Move power explicitly states a character can use it to pull a weapon from an opponent’s grasp, a player could also spend ☉ ☉ ☉ or ☉ as part of the Unleash power—as with any attack—to cause the target to drop a weapon. Whether this represents the target dropping it because of the pain or the PC pulling it from their grasp with the Force is a matter for the players and GM to decide. When it comes to Force powers outside of combat, the GM and players should likewise work together to devise exciting outcomes based on the result of a check.

Of course, the player and GM can also spend dice symbols when a player attempts an unusual use of a power that the GM determines requires a check.

Force powers are intentionally broad, but sometimes a player might attempt to use a Force power in a way that is clearly outside the limitations of the power. In such a situation, rather than simply disallowing the use, a GM might consider allowing it so long as it does not replicate the effects of a different Force power. This is particularly appropriate for Knight-level characters, who are capable of a dizzying array of applications of the Force, and likely to develop their own unique techniques. Even with less-experienced characters, the potential to add excitement and enjoyment to the game should usually outweigh minor concerns about game balance.

If a player’s unusual application of a Force power is particularly potent or important to the story, it should require a combined check. This is especially true if the power targets an NPC (see **Resisting Force Power Checks** on page 283 of the **FORCE AND DESTINY** Core Rulebook). For instance, a GM might allow a PC to use the Move power to hurl Minion NPCs through the air or push them over a ledge. Normally, Move can only target objects, but the GM might decide that the Minions are easily dispatched, and allow the player to attempt it anyway, basing the difficulty of the check on the weight of the NPCs, or resolved as an opposed check against their Resilience.

A check is also appropriate if a PC uses a Force power under particularly difficult circumstances, such as using Enhance to leap onto a landspeeder as it zooms past. In general, if a check would be needed for a similar “mundane” action, a combined Force power check is appropriate.

If a combined check is already required as part of a Force power, the GM might want to increase the difficulty of the check or add ■ for a particularly unusual application. In some cases, it might be preferable to simply allow a player to spend ☉ and ☐ for effects outside the usual application of the power. For instance, if a PC is using Enhance to leap between two buildings to escape pursuit and the GM decides the importance of the situation calls for a check, the player might spend ☐ to instead land on a passing speeder and make a clean getaway.

FREEFORM FORCE USE

As broad as Force powers are, some players might want additional options, or consistently attempt actions emulating Force powers they have not yet purchased. For reasons such as these, GMs might consider allowing more freeform use of the Force. This is entirely optional and solely at the GM's discretion, as it has the potential to alter the game significantly. It is particularly appropriate for Mystic characters, for whom the Force affects every aspect of life in ways that even other Force sensitives do not see.

When a PC attempts to use the Force for an action that is not covered by any Force power they possess, the GM can allow them to make a combined Force power check. The difficulty of the check is at the GM's discretion based on the task attempted, but should generally be at least **Average** (◆◆). Likewise, the GM decides how many ☉ the check must generate to achieve the player's stated effect. The skill used for the check should correspond to the action, particularly when it represents a more potent (or stylish) version of an action a character might attempt without use of the Force. For instance, a character drawing on the Force to staunch an ally's bleeding wound would make a combined Medicine check. If no other skill seems particularly appropriate, Discipline works well for most "pure" Force uses.

FREEFORM USE AND EXISTING POWERS

This sort of freeform Force use should not take the place of existing Force powers. If a player describes an action that replicates the effect of a Force power, the GM could either let the player know their character does not possess the expertise yet (and suggest the player invest the proper XP to show their character's pursuit of this ability), or possibly allow them to achieve similar but lesser results, and only with a combined check of at least **Hard** (◆◆◆) difficulty. As a guideline, it should also require double the number of ☉ as the existing power. This reflects the difficulty of such untrained use, and encourages players to invest XP in powers they plan to use again. Regardless of the relative difficulty of the check or the ☉ generated, it should not mimic the results of any Force power upgrades. Such control is simply beyond the grasp of a character without extensive practice in the technique.

This latter method allows players to effectively "try out" different Force powers before deciding if they want to commit the XP necessary to purchase them. Narratively, it might represent a Force sensitive experimenting with their abilities, or the training process to master the basics of a power (with additional expertise coming in the form of upgrades purchased later).

RISKS OF FREEFORM FORCE USE

Another option if a GM feels players are abusing their access to freeform Force use is to apply additional risks and penalties in the form of Conflict. Force powers represent tried and true methods of harnessing the Force, honed over generations of Jedi, Sith, or practitioners of other Force disciplines. Experimenting with the Force outside of these established methods often poses a greater danger for the user to give in to negative emotions, from frustration at their inability to achieve the desired effect to hubris when they do succeed. Additionally, bending the Force to new and untried uses during battle or other tense and dangerous situations, as opposed to careful experimentation under controlled conditions, is physically and mentally taxing.



A GM can spend ⚙️ and 🗡️ on combined checks to inflict strain or Conflict on a character, as narratively appropriate. GMs who invoke this option often might even consider reducing the difficulty for skill checks made as part of free-form Force use, both to keep the approach feasible for the PCs and to tempt them with the promise of easy power.

FORCE DUELS

Star Wars is replete with instances of Jedi, Sith, and others engaged in Force duels, locked in a contest pitting each individual's sheer power and mastery of the Force against the other's. To better represent these dramatic combats, GMs can use the rules presented here, in which opposing characters enter into a contest that takes multiple rounds to resolve. Force duels are often visually intense affairs, with clashing energies and flying objects.

Part of what makes Force duels so exciting is their relative infrequency compared to "normal" combat, even lightsaber duels. To preserve this drama and excitement, it is best to use these rules only for climactic encounters between PCs and Nemesis NPCs (or possibly between PCs—see **Player Characters in Opposition** on page 94).

BEGINNING THE DUEL

A Force duel is more than an ordinary attack, although it might begin as one. When a character uses a Force power against another Force user, and before resolving the check, the player of the target character, or the GM in the case of an NPC, can declare they are defending against the power by initiating a Force duel. The defending character chooses to resist either with the same Force power as the attacker or with a different appropriate power; this might be a thematically contrary power, or simply one appropriate to the situation. The GM has the final say on whether a power can be used in the duel.

A Force duel is resolved as a competitive check (see page 33 of the **FORCE AND DESTINY** Core Rulebook) that is also a combined Force power check, except where noted. The difficulty of the check is **Average** (◆◆) unless the GM decides otherwise. The skill for the check depends on the Force power used; if the duelists use different powers, this might mean they use different skills. If a power does not normally require a check, the GM and player decide on an appropriate skill. If no other skill seems appropriate, use Discipline.

Both duelists roll and determine a winner as with any competitive check. However, the Force powers do not have their usual effects, even on a successful check. Instead, each character inflicts 1 strain per ⚡ on the other. If both duelists are still below their strain thresholds after resolving the competitive check, the duel continues next round.

A participant in the duel who does not generate at least one 🌀 inflicts no strain on the opponent, regardless of how many ⚡ the check generates.

CONTINUING THE DUEL

In subsequent rounds, the characters engaged in the Force duel act simultaneously at the lowest initiative step available to the character who initiated the duel, leaving an extra initiative slot for the allies of the character who did not initiate it. (The Force duel requires the full attention and concentration of both combatants, leaving them slower to respond to ongoing events.)

The duelists make another competitive check using the same Force powers they selected in the first round of the duel. A character may use a different Force power instead, but adds ■ to the check, as even the brief moment taken to change approach could leave an opening for the enemy. The winner of the previous round's check upgrades their skill check for the current round. This represents the character pressing their advantage and forcing their opponent on the defensive.

At any point in the round, a duelist can opt to take an available initiative slot, ending their participation in the duel. However, a Force duel is an intense affair, and a character who takes a different action in this way leaves themselves open to the opponent. If the opposing duelist chooses, they can make a check following the rules for a duel, regardless of the initiative step they now choose to act on. The character makes the check as above, but because the opponent has ceased to participate in the duel, it is not resolved as a competitive check. In addition, the difficulty of the check is reduced one step from previous rounds.

As long as one of the characters continues their participation in the duel, it is considered to be ongoing. This means that the other character can choose to rejoin the duel in the next round, and it proceeds as described. In this way, characters can interrupt the duel with lightsaber swings, blaster shots, and other attacks, while the duel itself continues.

Participants in a Force duel can use maneuvers to move about without ending the duel, so long as both participants remain within range for their chosen Force powers.

ENDING THE DUEL

A Force duel ends when a participant's strain exceeds their strain threshold (even if the losing character ended their participation in the duel already during the same round). When resolving the check that ends the duel, in addition to applying strain to both participants, the winner of the duel now applies the effects of their Force power. Note that this is not an opposed check, and so the results of the losing character's roll do not reduce the effectiveness of the victor's Force power.

It is possible both duelists might exceed their strain thresholds at the same time (with the results of the same simultaneous competitive check). In this case, resolve the effects of both participants' powers against the other before applying the results of excessive strain.

If both characters end their participation in the duel by taking a different action or selecting a different target, the duel ends without any additional effects. Likewise, if a character moves out of range of their—or the other duelist's—Force power and the opponent does not move within range on the next round, the duel ends.

DARK SIDE PLAYER CHARACTERS

FORCE AND DESTINY includes both rules and GM guidance for Player Characters falling to the dark side of the Force. This section expands on the material presented in the Core Rulebook, and is aimed at GMs who anticipate the possibility of a PC falling to the dark side. One question a GM should consider up front is whether or not dark side PCs are appropriate for the campaign. A GM might make this determination on their own, but it is usually a good idea to discuss the prospect with players. If a player has a strong desire to play a dark side character, it is best to address this early to make sure the game is enjoyable for everyone.

WHY PLAY A DARK SIDE CHARACTER?

There are many reasons a player might want their character to fall to the dark side, and understanding the specific situation can be helpful in deciding whether it is appropriate for the campaign. There is a big difference between a player wanting to explore the story arc of fall and redemption and one who just wants to travel the galaxy murdering and committing wanton acts of evil.

The Morality system and Conflict introduce an element of uncertainty to the consequences of a character's decisions. This does not mean, however, that players have no or little control over whether or not their character falls to the dark side. A character might earn a number of Conflict during a session from evil actions or using dark side results to generate Force points and see no change in Morality, or even an increase. The inverse is not true, however. A character who does nothing to earn Conflict cannot decrease in Morality. As noted in the **FORCE AND DESTINY** Core Rulebook, the GM always informs a player when an action will generate Conflict. For a character's Morality to drop below 30, resulting in a fall to the dark side, the player must consistently choose actions that lead down this path. A player has a great deal of control over their character's Morality and awareness of how close the character is to the dark side.

Of course, a player's knowledge and choices are not the same as the character's. While a player consciously decides to take actions that result in a decrease of Morality, the character might well be unaware of the spiritual repercussions of their actions, or how close they are drawing to the precipice of the dark side. Characters in *Star Wars* often delude themselves, refusing to admit they have fallen to the dark side until well after the fact. Even once a character truly falls and commits blatantly evil actions, they are unlikely to view themselves that way.

Players also have the option to begin play with a Morality of 29, playing a character who has already fallen to the dark side. If this is inappropriate for the campaign, the GM should let the players know. Although players have a great deal of control in creating and developing their characters, the GM always has the final say on what is permissible in their campaign. Most players will respect the decision not to allow dark side characters at the outset, although it can

be beneficial for the GM to discuss their reasons with the players. Whether the GM wants a game with no dark side users at all or only prefers that characters make the transition to the dark side during play can influence other aspects of character creation and development.

Whether a player requests to begin the game with a dark side user or play out their character's fall during the campaign, it is a good idea for the player and GM to discuss the player's reasons for wanting to play a dark side character, and any plans relating to this goal. Of course, a player might not have a fall to the dark side in mind when first creating their character, but the same principles apply should a character's actions indicate a potential slide to darkness.

Although there are endless reasons why a player might want to play a dark side character, they broadly fall into two categories. Some players want to experience the drama that comes with a fall and possible redemption, while others want the freedom (and possible novelty) that comes with playing an "evil" character. Of course, some players might hold equal interest in both aspects. In any case, it is important for a player to be open so the GM understands what impact a dark side character is likely to have on the campaign. This allows a GM to better plan for any potential issues, and to best accommodate the player while ensuring other players also have an enjoyable experience.

THE DARK SIDE IN A CAMPAIGN

If a GM decides dark side characters are appropriate for their campaign, there are a number of considerations to look at. Some touch on mechanics, but most relate to practice, such as whether or not players will conceal their characters' Moralities from the other players. If none of the players express an interest in playing a dark side character, these considerations can wait, at least until someone does start down that path.

Should a GM decide against dark side PCs, there remains the question of how to handle characters who fall below 30 Morality. As stated, players have a great deal of control over their characters' Morality, and are highly unlikely to fall without intent. Regardless, and particularly if a GM notices players repeatedly engaging in actions that gain Conflict or using dark side results to generate Force points without heeding the consequences, it is best to lay out just what will happen should a character fall to the dark side of the Force. For most campaigns, the best approach is simply for the players and GM to work together to ensure this does not happen, crafting a story in which a character might come close, but redeem themselves before straying too far. In some games, however, it might be necessary to lay out a clear consequence. If there is truly no place for dark side PCs in a campaign, the GM might let the players know up front that any character who falls below 30 Morality becomes an NPC. The new NPC might flee forever or return as an antagonist or erstwhile ally, but is under the GM's control in any event.

For a GM, Player Characters falling to the dark side can present exciting new story options. The fall to, and redemption from, darkness is an integral and classic element of *Star Wars*, and such a story has great potential in an RPG. Of course, it is important not to place too much emphasis on one character's story arc to the exclusion of others. A character's slide to evil can easily take place as part of a larger story. Few dark side users are blatantly evil, at least at first, and admirable motivations can lead down the path. A character might undertake callous or cruel actions as part of the group's larger attempts to enact good in the galaxy.

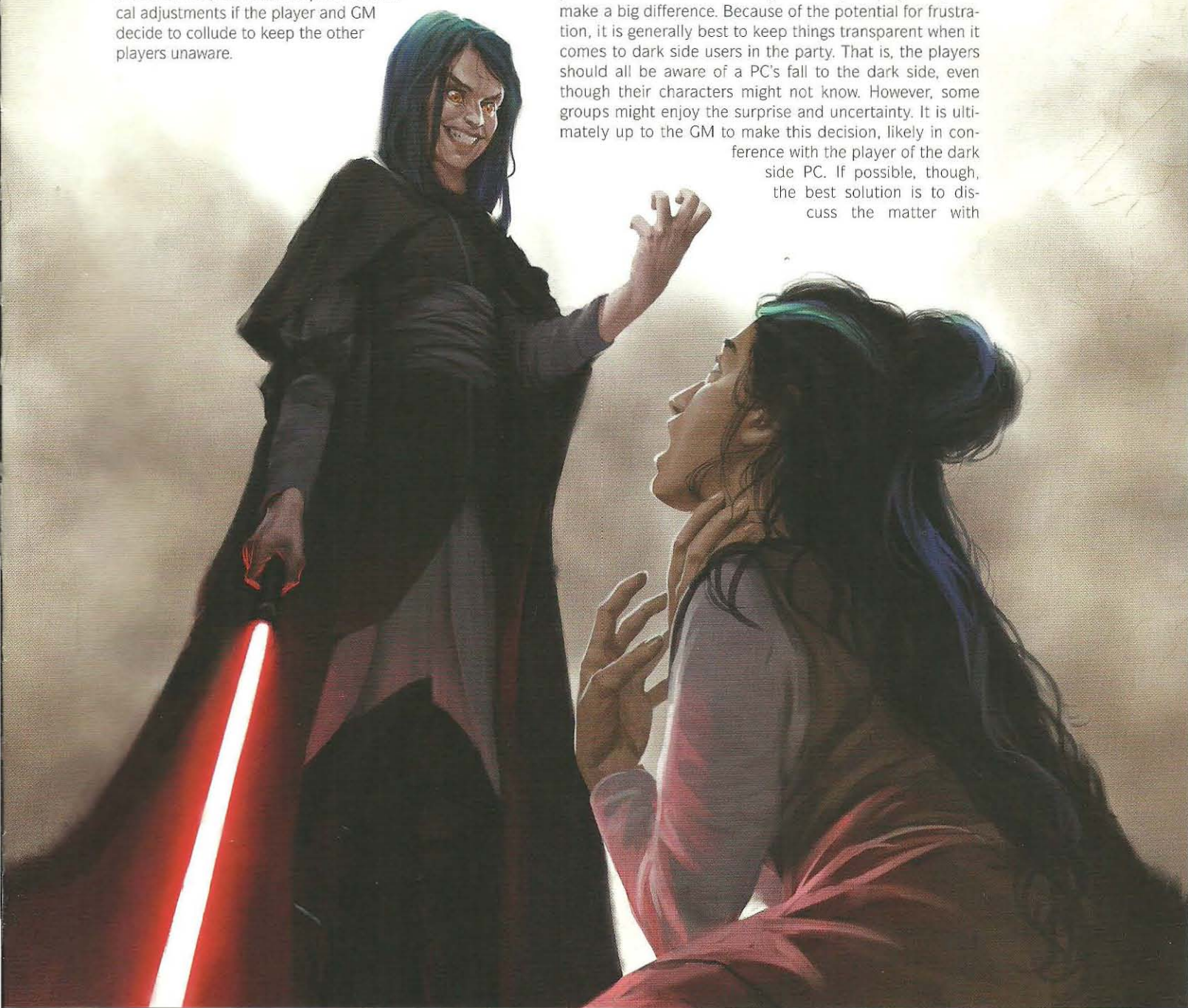
DARK SIDE USERS IN THE PARTY

There are a number of considerations for a GM with dark side users in the PC group. It can have a considerable impact on the story for a variety of reasons. NPCs who suspect dark side use in the party might change their attitudes toward the PCs, whether positively or negatively. A dark side user might even attempt to keep this secret from the other PCs, which can require mechanical adjustments if the player and GM decide to collude to keep the other players unaware.

While **FORCE AND DESTINY** characters generally find it advantageous to keep their Force use hidden from the public, a dark side user might actually be in a better position should an Inquisitor track down the group. Lower-ranking Imperial officials are not likely to be aware of the distinction between light and dark side Force use, simply seeing all Force users as criminals and subversives.

A campaign in which a single character falls to the dark side is quite different from one based around an entire group of dark side users. The latter case is certain to be quite different from more traditional campaigns, both in the PCs' goals and the methods they use to accomplish them. The GM must keep this in mind when designing or adapting adventures for the group. However, it is a hidden dark side user amid a group of "normal" Force users that poses the most complexity for a GM.

When a character falls to the dark side, and preferably in advance, the GM should decide whether this will be player knowledge, even if the other PCs are unaware. This is one place where hidden Morality values (see page 96) can make a big difference. Because of the potential for frustration, it is generally best to keep things transparent when it comes to dark side users in the party. That is, the players should all be aware of a PC's fall to the dark side, even though their characters might not know. However, some groups might enjoy the surprise and uncertainty. It is ultimately up to the GM to make this decision, likely in conference with the player of the dark side PC. If possible, though, the best solution is to discuss the matter with



all players before the campaign begins. If everyone agrees that a secret dark side user in the group might be fun, Morality values can be hidden from the outset.

At the other extreme from secret dark side use is to not only be open about the character's fall, but actively involve all the players in crafting the story. One advantage to this is that it keeps everyone involved, mitigating the risk that a single PC's fall and (possible) redemption arc sidelines the other characters. While the emergent, communal, and improvisational nature of RPGs means it is never possible to completely plan for a campaign's events, players might even discuss the various parts their characters could play in the story. If one player really wants to be the one to redeem—or possibly vanquish—the party's fallen comrade, it can help ensure that happens if everyone knows it and is on board with the plan.

CONCEALING DARK SIDE USE

A PC who attempts to conceal their fall to the dark side from their allies is certain to encounter great challenges in doing so. Likewise, should the GM and players opt for secrecy in handling Morality and PC dark side users, maintaining secrecy requires certain considerations for the GM and, to a lesser extent, the player of the dark side user.

One issue that arises should a character's fall be hidden from the players is maintaining the ruse when it comes time for the dark side user to make a Force power check. Because dark side users follow different rules for harnessing Force points, the other players can easily see the truth. There are a few basic approaches presented here to address this without overly complicating play, although individual GMs and groups might come up with other methods tailored to their needs and resources. For instance, groups playing over the Internet are likely to have an easier time concealing dark side use, possibly going so far as to have the player make "fake" rolls visible to the other players, while they or the GM make the "real" rolls in secret.

The first approach is the simplest, but the most difficult for the dark side player. That is to simply assume that it is not possible to hide active use of the dark side from other Force users in close physical and emotional proximity. Just as all players see when a normal Force user suffers Conflict and strain to harness dark side results, the players also see when a dark side user does so without suffering strain, or suffers strain in order to use light side results. This approach is certainly the simplest for the GM, although it is unlikely a player can conceal their character's fall for long, since the other players are sure to note a reluctance to use the Force at all. Consequently, this method is best if the GM and dark side player want a shocking reveal for the rest of the group, followed by a confrontation of some sort.



Other options are more complicated, and require some variation from the normal rules for dark side Force users. One possibility is to ignore the requirement for a dark side user to flip a Destiny Point in order to harness ○. This way, the player at least has the option of using the light side to manifest Force powers, even though using ● is still apparent to the others. With this approach, the player might surreptitiously note the strain gained from using ○, or the GM could even track it separately.

Another option is to simply have the player follow the standard rules for a light side Force user, with the player and GM aware that, narratively speaking, the character is really harnessing the dark side. However, this approach risks lessening the impact of a fall to the dark side, and should only be used if secrecy is truly important for the campaign. Even then, the GM should consider secretly noting Conflict whenever the PC uses ○, reflecting that, in reality, the character is drawing on the dark side.

PLAYER CHARACTERS IN OPPOSITION

In a campaign in which a single character, or only part of the group, falls to the dark side, there is great potential for conflict between Player Characters. This is not necessarily a bad thing; in fact, it can make for some of the most dramatic and memorable moments in roleplaying. However, it is important to ensure that opposition and even combat between PCs does not spill over into hard feelings between players.

Some GMs might already know how their players respond to intra-party struggles from other games and campaigns. If not, it is a good idea for a GM to discuss the possibility with players at the outset of a campaign, or once it becomes clear that one or more PCs are on the path to the dark side. This might negate any possibility of keeping a character's fall hidden from the players (and not just the PCs), but such secrecy is best to avoid anyway unless a GM is confident the players will enjoy it.

Even if a PC can conceal use of the dark side (see page 94), other characters should have some possibility of detecting it, at least once they have a reason to be suspicious. The Foresee and Sense powers might, at the GM's discretion, be able to uncover a dark side user's duplicity. In addition, a PC might become aware of another character drawing on the dark side of the Force through the Perception or even Discipline skills, likely as an opposed check. This is particularly appropriate for Mystics and similar characters who are deeply in tune with the Force.

If it is possible for PCs to detect a dark side user's activity, it might also be possible for that character to take additional steps to conceal the truth. In addition to the Deception skill and Misdirect or Influence powers, a character might—appropriately enough—turn to such potent but dangerous arts as Sith alchemy and sorcery.

When players are aware of a character's fall to the dark side, it can sometimes be difficult to maintain the distinction between character and player knowledge. One effective way to determine what a PC actually knows is through skill use. In particular, Perception, Discipline, Vigilance, and Deception might come into play. Opposed checks between the dark side user and suspicious PCs are appropriate. Players should abide by the outcome, and in fact might find it highly entertaining to roleplay the ignorance of their characters even as they, as players, are fully aware of the other PC's use of the dark side of the Force and other wicked deeds.

Should PCs learn of an ally's fall to the dark side, combat between Player Characters should usually be a last resort. Not only is it the most likely issue to result in hard feelings outside the game, but certainly the PCs themselves would prefer to redeem their friend rather than resort to violence.

If combat between PCs becomes inevitable, the GM and players should all take efforts to ensure it is a dramatic, climactic, and enjoyable scene, and not a source of frustration or disappointment for any of the players involved. Even when the PCs are in their darkest moments, the game should be enjoyable for everyone. One way to encourage a positive outcome for everyone is to have one character, likely the dark side user, escape (whether intentionally or not) rather than fight things out to the bitter and possibly fatal end. This is a great use for Ⓢ or Ⓣ results on combat checks at any point during the fight, even with what might otherwise be a killing blow.

To aid this outcome, the GM should try to arrange events so the encounter takes place in a setting with multiple potential escape routes. Fortunately, this is easily done in *Star Wars*. Airlocks, viewports, generator shafts, ventilation ducts, superweapon exhaust ports, and conveniently-placed shuttles or landspeeders are just a few of the possibilities for a quick escape.

Another option is to simply reduce the result of any potentially fatal Critical Injuries to a less severe result. While this might leave the defeated character at the victor's mercy, it rarely makes sense for any character involved to kill a helpless former ally. No matter how far a character might have fallen to the dark side, for the sake of the game, we can assume the spark of decency within them stays their hand from finishing off a one-time friend. And it should go without saying that the other party members would be no better than the dark side user if they chose to execute them.

Of course, regardless of the outcome, surviving combatants are likely to come away with lasting injuries. For those fallen to the dark side, these grim scars continue to fuel their hate. For others, they are painful reminders of the price of corruption—assuming they do not give into the anger the memories of such wounds inspire!

USING MORALITY

Morality is a major component of any **FORCE AND DESTINY** campaign, but it can be worthwhile to give it some additional attention in games focusing on the spiritual aspects of the Force. This section offers additional guidance and suggestions for implementing Morality.

ADJUSTING MORALITY

Normally, Morality is adjusted only as a result of Conflict. However, some actions are so heinous that it simply does not make sense for there to be no resulting reduction in Morality, or even an increase in Morality at the end of the session. Likewise, if perhaps even more rare, certain actions might be so selfless or noble that the GM feels an increase in the PC's Morality should not be left to the roll of the dice. This is particularly appropriate in the climactic events of a personal story arc of redemption for a character fallen to the dark side, or in danger of doing so. In such rare and crucial situations, a GM might decide to directly raise or lower a character's Morality.



Direct adjustment of Morality should be an extremely rare occurrence. The Conflict rules exist for a number of reasons, as explained in the **FORCE AND DESTINY** Core Rulebook. If players think they can more directly influence their characters' Morality, they might feel a temptation to make decisions based on the perceived Morality effects, rather than the Motivations and moral strengths and weaknesses of their characters.

Changes to a character's Morality value outside of Conflict are solely at the discretion of the GM, and should rarely happen more than once or twice in a campaign. Further, it is up to the GM to determine if the adjustment to Morality happens "on the spot" or at the end of a session. In either case, the adjustment to Morality should generally take the place of the normal Conflict roll at the session's conclusion. Otherwise, the randomness of the Conflict roll risks mitigating or erasing entirely the Morality adjustment, and consequently dampening its dramatic impact. If a character commits both immensely admirable and deplorable acts during the same session, Conflict should determine the result on Morality, as normal.

CONFLICT AND OPPORTUNITY

It might be easy to think of Conflict as something that happens only as a result of the PCs' actions, but it is really another tool at the GM's disposal for crafting an engaging and exciting game. This is particularly true for campaigns in which a PC falling to the dark side is a real possibility—whether or not the players see it as a desirable one.

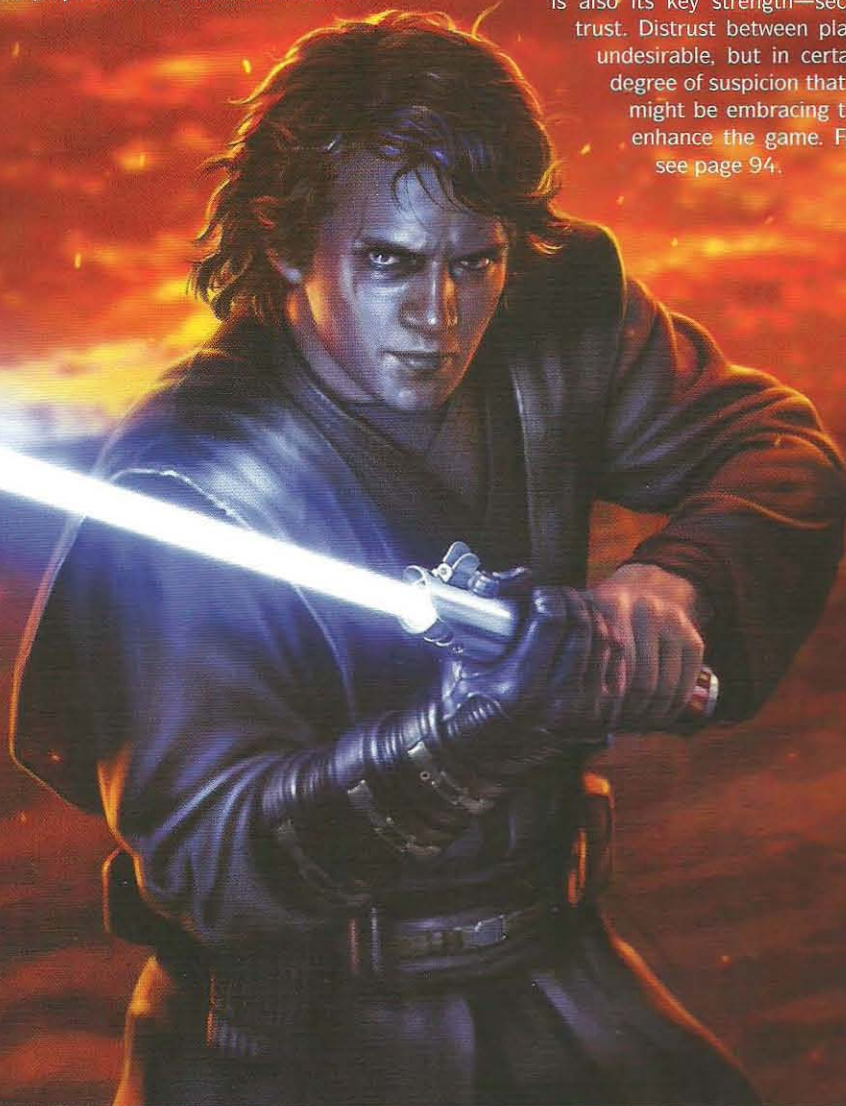
Part of a GM's job is to craft interesting and challenging encounters for the PCs, whether in advance or in response to the players' decisions at the table. When preparing encounters, a GM can consider engineering situations to tempt PCs with "easy" solutions that earn Conflict. Virtue is hardly virtue if it is not tested, and moral quandaries are no less appropriate than challenging combat encounters.

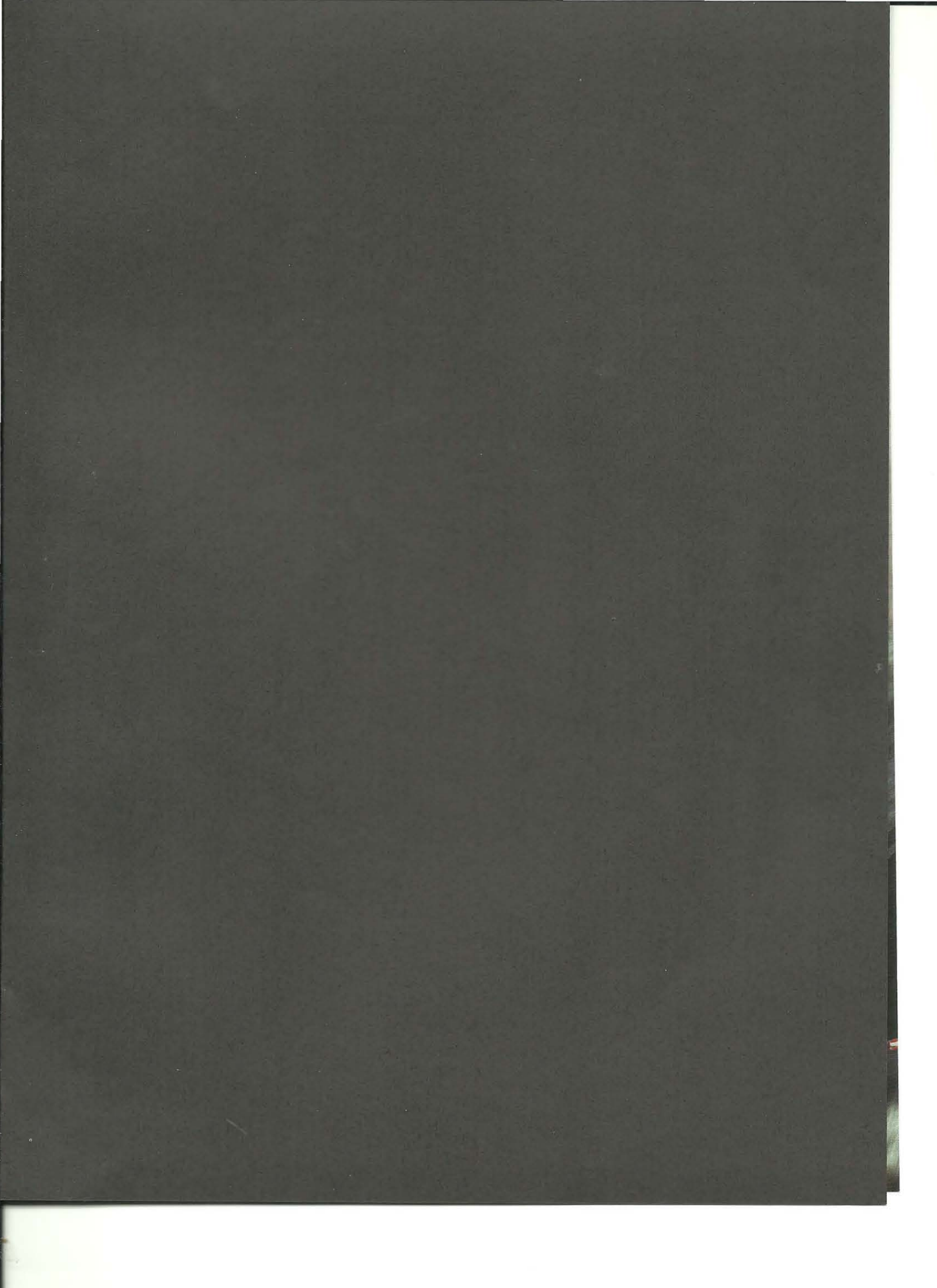
HIDDEN MORALITY VALUES

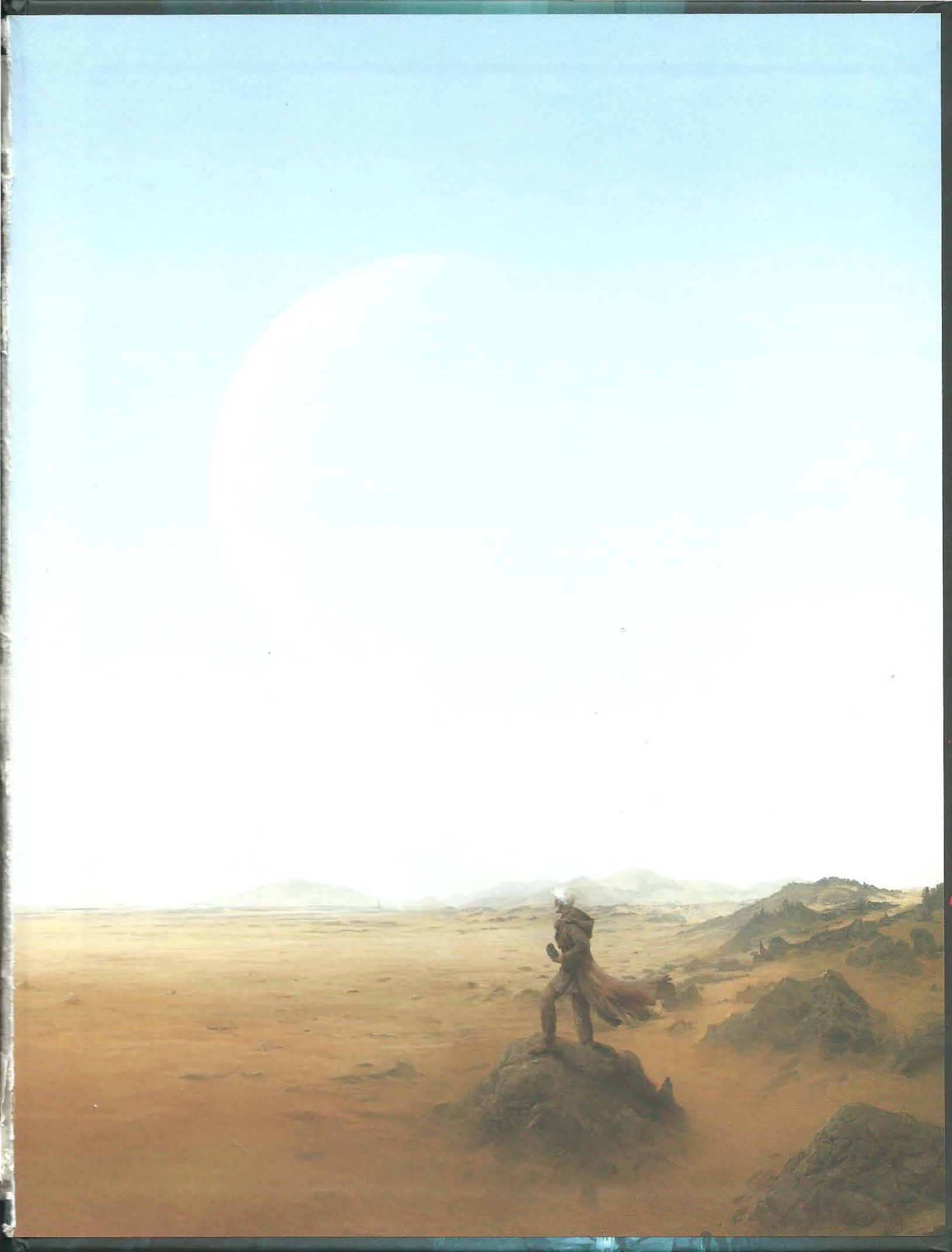
Morality, like other attributes of a PC, is generally assumed to be known or available to other players. This might or might not reflect in-character knowledge. A PC does not know that another character has three ranks in Ranged (Light), but can figure out that character is a good shot after a while. Likewise, a character does not have knowledge of another PC's Morality score, but might form a general sense of that character's values or honor.

In certain campaigns, the GM and players might agree that it adds interest and excitement to the game to keep Morality values hidden from other players. A PC might still develop an idea of another character's ethical fiber, but that player has no out-of-character knowledge with which to inform that decision. Of course, players might get an idea of each other's relative Morality scores based on the Conflict each PC earns. If a GM really wants to foster mystery, they might keep not only the results of Conflict rolls hidden, but even assign Conflict secretly.

The key drawback to hidden Morality values is also its key strength—secrecy breeds distrust. Distrust between players is generally undesirable, but in certain campaigns, a degree of suspicion that other characters might be embracing the dark side can enhance the game. For more on this, see page 94.







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